The Dragon

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

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### INTRODUCTION

The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D & D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.

*Note:* For the game purposes of these heroes: *Dexterity* 18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters. *Constitution* 18 (00) gives fighters +4.5 per hit die bonus.

### Jack Vance's CUGEL THE CLEVER

**14th level thief**
**ARMOR CLASS:** *3*
**MOVE:** *9"*
**HIT POINTS:** *53*
**NO. OF ATTACKS:** *2*
**DAMAGE/ATTACK:** *1-6(+1), 1-4(+1)*
**SPECIAL ATTACKS:** *See below*
**SPECIAL DEFENSES:** *See below*
**MAGIC RESISTANCE:** *Standard*
**ALIGNMENT:** *Neutral*
**STRENGTH:** *15*
**INTELLIGENCE:** *18 (56%)*
**WISDOM:** *13*
**DEXTERITY:** *18 (93%)*
**CONSTITUTION:** *15*
**CHARISMA:** *16*
**HIT BONUS:** *+2*
**PSIONIC ABILITY:** *Nil*

**Cugel would probably describe himself as an entrepreneur, a man who capitalizes on whatever opportunities the world has to offer. He follows such opportunities with utter disdain for such picayune concepts as ownership of property, conventional morality, and a total disregard for who or what he may be saving or ruining. He is really only interested in things that concern himself and in methods of satisfying his taste for luxuries.**

**Cugel has a sharp but merry face topped by black hair, a slim lithe body and dexterous, long-fingered hands. When he can afford them, he wears expensive, dandified clothes over +3 (stolen) leather armor. He fights Florentine style with a +2 rapier and a dagger, though he will not fight if he can avoid it or get someone else to do his fighting for him. He prefers to attack by surprise from behind.**

**Cugel is phenomenally lucky. In any adverse situation there is an 85% chance that some bizarre coincidence or happenstance will occur that Cugel can capitalize upon and thereby come out on top (or at least get away with his hide). He somehow always seems to be in the right place at the right time. DM's will have to use their imagination concerning this talent.**

**Cugel's presence in any group for more than two turns gives a 70% chance of causing arguments and discord of some sort, as he is a natural troublemaker. He is also such a smooth and influential talker that the consequences of such trouble almost always fall on somebody else. Cugel is completely untrustworthy, and though he may be able to lead a party to a guarded treasure, he will certainly attempt to get the whole hoard for himself once any guardians have been dispatched.**

**Cugel once had access to the notebooks of lucounu, the Laughing Magician, and managed with great effort to memorize three spells. These are: Felojun's Second Hypnotic Spell (treat as a *hold person),* Phandaal's Mantle of Stealth (by which the caster can be neither seen, heard, nor smelled) and Thasdrubel's Laganetic Transfer (or The Agency of Far Despatch, which places a *hold person* on the target until a demon comes and carries him away to some specified far land). Unfortunately, Cugel doesn't always get the spells right and there is a 50% chance that any spell he uses will backfire and cause the opposite of the intended effect. Every time he blows the Laganetic Transfer he himself gets carried away somewhere else, which is probably how he came to the D&D universe in the first place.**

**REFERENCE:** ***The Eyes of the Overworld*** **(paperback, published by Ace Books) by Jack Vance.**

### Karl Edward Wagner's KANE

**30th Level fighter/ 20th level magic-user/ 14th level assassin**
**ARMOR CLASS:** *-4 (2 without magic)*
**MOVE:** *9"*
**HIT POINTS:** *165*
**NO. OF ATTACKS:** *2*
**DAMAGE/ATTACK:** *1-8 (+5)*
**SPECIAL ATTACKS:** *See below*
**SPECIAL DEFENSES:** *See below*
**MAGIC RESISTANCE:** *70%*
**ALIGNMENT:** *Chaotic-evil*
**STRENGTH:** *18 (96%)*
**INTELLIGENCE:** *18 (20%)*
**WISDOM:** *13*
**DEXTERITY:** *17*
**CONSTITUTION:** *19*
**CHARISMA:** *15*
**HIT BONUS:** *+6 (+3 without magic)*
**PSIONIC ABILITY:** *Nil*

**While Kane is not much above average height, his heavily-muscled, large-boned body exudes an aura of massiveness, of awesome and irresistible strength. Kane appears to be about 30 years old. Shaggy red hair covers his body. His shoulder-length hair and short beard are also fiery red. He is left-handed. His most striking feature is his eyes. The eyes of Kane are blue, and in them glows the mad gaze of a ruthless killer. These eyes are the mark of Kane. Characters of 5th level or below who meet his gaze must save versus fear. There is a 50% chance that anyone looking into his eyes will recognize Kane from legends even if they have never seen him before.**

**Kane's past is shrouded in mystery and legend. Occult lore contends that Kane is one of the first true men, damned to eternal wandering for some dark act of rebellion against mankind's creator. He is reputed to be the world's first murderer. Some legendary tomes claim that he accidently offended an insane god who laid a curse upon him and marked Kane that all men may know him.**

**Legends of a man known as Kane exist in numerous worlds, spanning hundreds of centuries of time. The name and the description are always the same.**

**Kane likes to travel light but be well protected. He will be wearing clothing of whatever style is prevalent in the place and time where he is encountered. He wards bracers of defense = 2 and a +3 cloak of protection. In case his magical defenses are broached, he also wears a light mail shirt under his clothing. Kane wields a sword forged in long-ruined and lost Carsultyal. Without magic, the blade is still +1 and holds its edge and temper nearly indefinately. Kane has magicked**

the sword for an additional +3 (+4 total). The sword is worn in a sheath on his back. It has a swival so that Kane may reach over his right shoulder and quickly draw the blade.

Kane does not like to be burdened with the necessary equipment to function as a wizard. He becomes a magic-user only when in residence in a city. Kane does wear a ring of spell-storing which he constantly recharges. He can cast the following spells: teleportation, death spell, anti-magic spell, Tenser's transformation, fireball, and cone of cold. He also has a ring of regeneration.

Kane may be disguised. If so, it will be some form of disguise which hides his eyes (for example, a cowled monk or a blind beggar). There is an 05% chance that when Kane encounters a party, he is out to assassinate one party member (at random). As Kane has 99% on all thieves abilities, so a party member may be assassinated and none of the party ever see the killer.

Kane is the eternal rebel. He is not even true to his alignment. At any given time there is a 10% chance he is acting out of character. If Kane is not acting chaotic-evil, number the remaining alignments 1-8 and roll an 8-sided die to determine how he is acting at present.

Kane's long life has made him whimsical. He may unaccountably befriend a player character (regardless of that character's alignment). Roll Kane's reaction to each party member. A 12, on two 6-sided dice, shows he has befriended the character for 1-100 turns. Kane will not assassinate a friend.

Kane has no scruples against wreaking havoc for the amusement it affords him, as a relief from boredom. There is an equal chance that he will hinder the party, attacking if his reaction is low enough, or lead the party to the nearest monster, helping them attack if his reaction is high enough. In any battle, if it looks as if Kane may be killed, he will teleport to safety.

REFERENCE: *Death Angel's Shadow, Bloodstone, Dark Crusade, Darkness Weaves, Night Winds.* (paperback, published by Warner Books) All by Karl Edward Wagner.

## Talbot Mundy's TROS OF SAMOTHRACE

15th level paladin
ARMOR CLASS: *0*
MOVE: *9"*
HIT POINTS: *104*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8 (+4)*
SPECIAL ATTACKS: *Clerical spells*
SPECIAL DEFENSES: *Paladin*
MAGIC RESISTANCE: *Standard*
ALIGNMENT: *Lawful-good*
STRENGTH: *18 (76%)*
INTELLIGENCE: *16*
WISDOM: *18 (77%)*
DEXTERITY: *17*
CONSTITUTION: *18 (23%)*
CHARISMA: *18 (45%)*
HIT BONUS: *+2*
PSIONIC ABILITY: *Nil*
PREFERRED SPELLS: Bless, command, detect intent, know alignment, detect lie.

Tros is a prince of the Mediterranean island of Samothrace, a mysterious place of ancient lore and hidden knowledge. The men of Samothrace are extraordinary sailors and navigators, and Tros is a sea-captain nonpareil, with an instinctive feel for wind and waves. The priests of Samothrace are dedicated to absolute lawful-good, and their patron is Athene, goddess of wisdom and war against evil. Tros was initiated into the outer circles of the cult, but chose the sea and freedom to roam in preference, though he is still very much committed to his religious ideals.

Tros stands over six feet tall, with the classic proportions of a muscular Greek god. He wears a purple cloak over his armor and uses a sword when he has to fight. He is a natural leader, and when he roars out a command men usually jump to obey. Freedom, truth, and honor are his watchwords. He has an uncanny ability for seeing through deception. He trusts those who are proven trustworthy, and keeps a close watch on the rest. Tros has no patience with chaotic and evil types, and damn little with neutrals. He scrupulously tries to be fair with everyone, most especially himself. He always keeps his word, so he is very careful about giving it.

The Goddess Athene sometimes sends Tros on missions to other spaces and times, though it is always for Tros to decide what that mission is when he arrives. If encountered by a party, there is a 50% chance he is looking for help to destroy an evil or right or wrong. If a party agrees to accompany him, he will expect to be in charge. Any who dare cross him are in for a very hard time.

REFERENCE: *Lud of Lunden, Avenging Liafail, The Praetor's Dungeon, Cleopatra.* (paperbacks, published by Zebra Books) *Lud of Lunden, Avenging Liafail,* and *The Pfaetor's Dungeon* are parts one, two, and three of the original hardback: *Tros of Samothrace.* All by Talbot Mundy.


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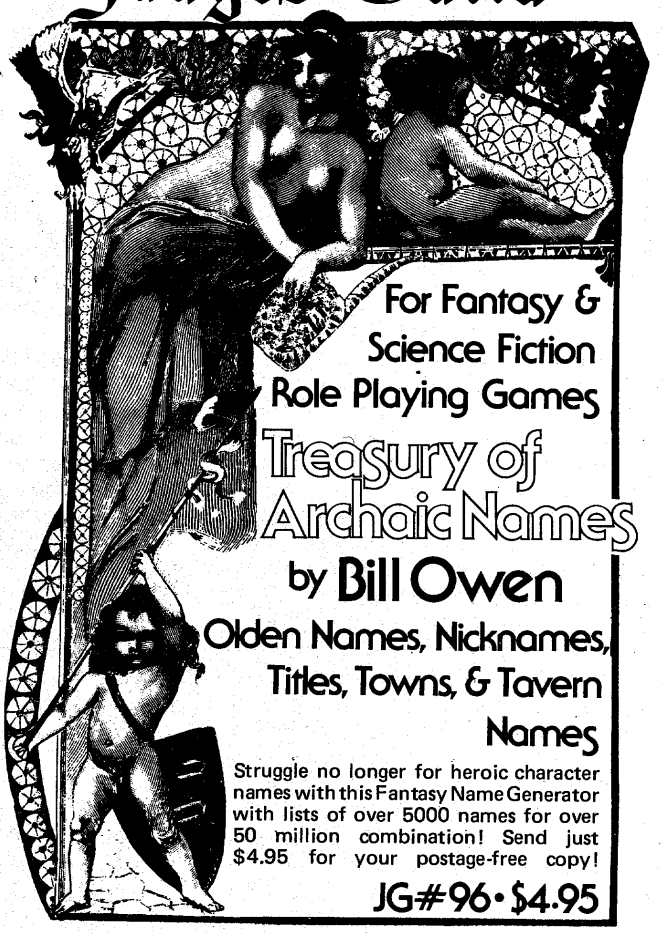
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by Lawrence Schick and Tom Moldvay

### INTRODUCTION

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### Alan Garner's DURATHROR

**13th level fighter/Dwarvish paladin**
**ARMOR CLASS:** *0*
**MOVE:** *6"*
**HIT POINTS:** 112
**NO. OF ATTACKS:** *2*
**DAMAGE/ATTACK:** *1-10 (+4)*
**SPECIAL ATTACKS:** *See below*
**SPECIAL DEFENSES:** *See below*
**MAGIC RESISTANCE:** *See below*
**ALIGNMENT:** *Lawful-good*
**STRENGTH:** *18 (86%)*
**INTELLIGENCE:** *9*
**WISDOM:** *13*
**DEXTERITY:** *15*
**CONSTITUTION:** *18 (49%)*
**CHARISMA:** *17*
**HIT BONUS:** *+4*
**PSIONIC ABILITY:** *Nil*

Durathror, son of Gondemar, is a prince of the huldrafolk (mountain dwarves). He looks like a viking in miniature with flowing yellow hair and a forked beard hanging to his waist. He wears a winged helmet, a shirt of +2 plated mail (treat as banded mail), and a cloak of white eagle feathers.

Durathror is a close friend to the Lios-alfar (lawful-good elves). When the elf-king Atlendor took his people to the high hills to avoid death from the spreading pollution of the industrial revolution, Durathror exchanged gifts with Atlendor as a token of friendship. He traded Tarnhelm, a cloak of invisibility, for Valham, a cloak of flying.

Gondemar was appalled that his son would trade away the greatest treasure of the clan and he expelled Durathror from his people. Durathror sought to go with the fair elves but Atlendor foresaw the future and told Durathror that he would be needed in the lowlands to discharges a duty of great weight. Durathror chose the path of duty and was thus exiled from both dwarves and elves.

Durathror spent much of his exile in Fundindelve, a magical cavern where 140 knights dressed in silver armor lay in enchanted sleep with a milk-white steed sleeping at each one's side. The knights await the day when they must wake and ride forth to battle Nastrond, the Great Spirit of Darkness. They are watched over by Durathror's friend, the wizard Cadellin Silverbrow. The heart of the enchantment was sealed with Firefrost, the weirdstone of Brisingamen. If the weirdstone were destroyed, the knights would wake before their time and would be long dead when Nastrond chose to attack. Darkness would rule the world.

Durathror's duty came when the weirdstone was stolen. He helped recover it. The party returning the weirdstone to Fundindelve was attacked by the armies of the morthbrood, a league of evil wizards. In a great battle at Clulow Cross, Durathror fought alone and died. His sacrifice gave Cadellin the time he needed and the weirdstone was saved.

As a reward for his valor and his patience throughout the long years of exile, Durathror was resurrected by the forces of Lawful-good. He was awarded the honor of becoming one of the few paladins who are dwarves.

Durathror now fights the forces of chaos and evil wherever they may be found. If encountered he is probably (80%) on a mission for the gods. He is not adverse to delaying the mission to wipe out local chaotic or evil forces if it will not take too long. Such forces may, of course, be party members.

If he is not on a mission, Durathror may decide to fight the party, join it for the remainder of the adventure, or simply ignore it depending on his reaction. Roll two 6-sided dice and make the proper adjustments. Durathror will join the party on an 11 or 12, fight the party on a 2 or 3, and ignore the party on all other rolls. Adjustments are as follows: +1 if the party contains a lawful-good dwarf, +2 if the party contains a lawful-good elf, +1 if the party is more than 50% lawful or good, +2 if the party is entirely lawful-good, –1 if the party contains no lawful-good dwarves or elves, –1 if the party is less than 50% lawful or good, –2 if no one in the party is lawful-good. Pluses and minuses are cumulative.

Durathror will attack svart-alfar (drows), goblins, hobgoblins, or orcs on sight. His magical sword, Dyrnwyn (a two-handed sword), is +2 to hit and has the power to disintegrate drows, goblins, hobgoblins, and orcs on any roll of 15 or above.

Durathror is +2 on all saves except poison and spells against which he is +7. He has all the normal paladin's powers, including the following spells: bless, command, remove fear, detect charm, speak with animals, spiritual hammer, and remove curse.

Durathror enjoys fighting. A kind of controlled berserker ecstasy comes over him in battle. He shouts his battle cry "Gondemar" and wades in. Durathror will not retreat, even against impossible odds, unless he can be convinced retreat is necessary to save someone else's life.

REFERENCE: *The Weirdstone of Brisingamen* (paperback, published by Ace Books) by Alan Garner.

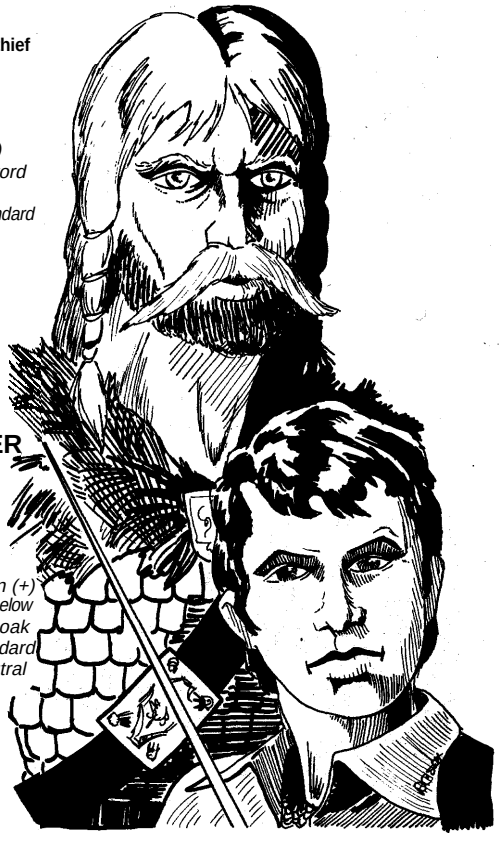
## Fritz Leiber's FAFHRD and THE GRAY MOUSER

### FAFHRD

**20th level fighter/8th level thief**
**ARMOR CLASS:** *0*
**MOVE:** *12"*
**HIT POINTS:** *119*
**NO. OF ATTACKS:** *2*
**DAMAGE/ATTACK:** *1-8 (+5)*
**SPECIAL ATTACKS:** *+2 sword*
**SPECIAL DEFENSES:** *Nil*
**MAGIC RESISTANCE:** *Standard*
**ALIGNMENT:** Neutral-good
**STRENGTH:** *18 (94%)*
**INTELLIGENCE:** *17*
**WISDOM:** *15*
**DEXTERITY:** *18 (27%)*
**CONSTITUTION:** *18 (54%)*
**CHARISMA:** *17*
**HIT BONUS:** *+4*
**PSIONIC ABILITY:** *Nil*

### THE GRAY MOUSER

**18th level fighter-thief**
**ARMOR CLASS:** *0*
**MOVE:** *12"*
**HIT POINTS:** *80*
**NO. OF ATTACKS:** *4*
**DAMAGE/ATTACK:** *Weapon (+)*
**SPECIAL ATTACKS:** *See below*
**SPECIAL DEFENSES:** *+cloak*
**MAGIC RESISTANCE:** *Standard*
**ALIGNMENT:** *Chaotic-neutral*
**STRENGTH:** *14*
**INTELLIGENCE:** *18 (63%)*
**WISDOM:** *15*
**DEXTERITY:** *18 (00%)*
**CONSTITUTION:** *16*
**CHARISMA:** *16*
**HIT BONUS:** *+3*
**PSIONIC ABILITY:** *Nil*



Fafhrd's youth was spent as an apprentice skald in a sub-arctic barbarian tribe on the world of Nehwon. At eighteen, Fafhrd's curiosity about civilization and love for a southern dancing-girl/thief, forced him to flee from the tyranny of his tribe's magic-wielding matriarchy, the Snow Women. He took with him his rebellious father's sword, Graywand.

In the city of Lankhmar, Fafhrd learned the art of thieving from his love, Vlana, and took up her vendetta against the powerful Thieves' Guild. Fafhrd met the Gray Mouser during their simultaneous ambush of two members of the Guild, and they instantly knew each other for soul-mates. That same night the Thieves' Guild murdered their beloveds, Vlana and Ivrian, through sorcery and Fafhrd and the Mouser, through their mutual revenge and grief, formed a bond that would last them through the greatest adventures ever known to the world of Nehwon.

Fafhrd is nearly seven feet tall, broad-shouldered, and powerfully muscled. He has green eyes, a handsome face surrounded by red-gold hair, and generally wears armor of leather and steel about equivalent to chain mail. He often fights with Graywand (+2) in his right hand and an axe in his left, using both for alternate guarding and attacking. He enjoys a good fight, especially with the Mouser at his side, and his speed and dexterity is astounding for a man of his size. He is sometimes moody, changing from a bluff, hearty good cheer to a bleak, fey and fatalistic melancholy. Fafhrd retains some of his training as a skald, and in this respect he can be treated as a second level bard (without the druidic spells).

Fafhrd can drink most men under the table, and is usually willing to try. Even drunk, he is an extremely dangerous man.

Somewhere along the way, Fafhrd and the Mouser came to the attention of two of the most powerful wizards on Nehwon. Fafhrd came under the sometimes sponsorship and aegis of Ningauble of the Seven Eyes, acting somewhat as an agent, errand-boy, or magical chess-piece. Fafhrd's payment for these services often merely consists of cryptic advice.

The Gray Mouser was a child of the slums of the southern cities of Nehwon, and grew in the cracks and crannies of Lankhmar like a weed. As protege to that evil city's Prince of Pimps, he learned thieving and weapon-play early, and to be sly, cunning, and quick-witted (see "The Childhood and Youth of the Gray Mouser", by Harry Otto Fischer, *The Dragon* +18). Around the age of ten the Mouser became interested in magic, and apprenticed himself to Glavas Rho, a kindly old white magician with more knowledge and love than actual power. They left Lankhmar for a forest-cottage some distance away, and there, for several years, Glavas Rho schooled the Mouser (now re-named Mouse) in his simple spells and nature-lore, even persuading the boy to give up his weapons.

Ivrian, the daughter of the cruel Duke Janarrl, began visiting the cottage secretly, and became friends with Mouse. Eventually, the Duke raided the cottage, burning it and Glavas Rho. The Mouser took back up the ways of evil and death for revenge. He killed the Duke through black magic and fled with Ivrian to Lankhmar, where he resumed his career as free-lance thief extraordinaire.

Eventually he met Fafhrd, and after the deaths of Ivrian and Vlana and the heroes' subsequent vengeance on the Thieves' Guild, they stayed together, each sensing that somehow they complemented each other perfectly. Their mutual regard grew and solidified as they adventured together across the world of Nehwon.

The Mouser is often petty, perverse, and rather vindictive, especially concerning blows to his ego. His wit is as keen as his sword, and though he has forgotten most of the magical lore of his youth, he is wily and wary concerning sorcery. He is physically very small, but lithe and supple as a cat. He wears a gray leather tunic, breeches, and boots, and a gray cloak of mouse-skin that acts as a +3 *cloak* of *protection.* His weapons are his long, slim sword, Scalpel (1-6 damage +1), and his dagger, Cat's Claw (1-4 damage +1). Both weapons are +3 to hit. The Mouser uses both when fighting, and can throw Cat's Claw with great accuracy (+3 to hit) at short range. He is also very adept with the sling, which he can fire very quickly and accurately (+3 to hit, 3 times per melee round).

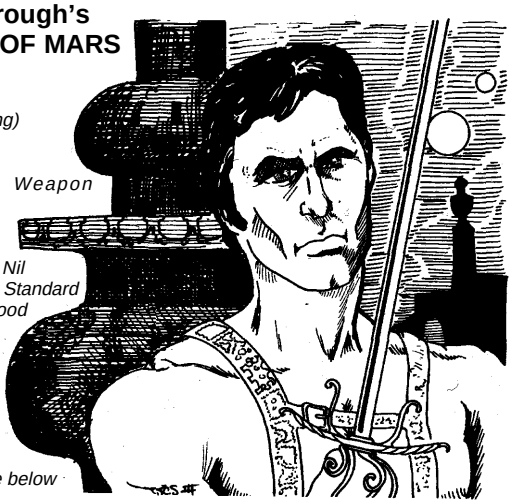
The Gray Mouser's sometime tutor and sponsor is Sheelba of the Eyeless Face. Fafhrd and the Gray Mouser are sometimes sent to other worlds for the mysterious purposes of Ningauble and Sheelba. They are not adverse to a bit of adventuring on the side. Sheelba and Ningauble sometimes compete, putting the Mouser and Fafhrd on opposite sides, but the two heroes will never willingly harm each other. They may not always act in

concert, but they will never openly act at cross purposes on any serious matter.

Fafhrd and The Gray Mouser will appear together 80% of the time. If only one appears, the other is not far behind and will show up in 1-10 turns.

REFERENCE: *Swords and Deviltry, Swords Against Death, Swords in the Mist, Swords Against Wizardry, The Swords of Lankhmar, Swords and Ice Magic* (paperbacks, published by Ace Books). "Sea Magic" in *The Dragon* +11. All by Fritz Leiber.

**Edgar Rice Burrough's**
**JOHN CARTER OF MARS**



**30th level fighter**
**ARMOR CLASS:** *5*
**MOVE:** *12"/36" (jumping)*
**HIT POINTS:** *158*
**NO. OF ATTACKS:** *2*
**DAMAGE/ATTACK:** *Weapon (+10)*
**SPECIAL ATTACKS:** *Radium pistol*
**SPECIAL DEFENSES:** *Nil*
**MAGIC RESISTANCE:** *Standard*
**ALIGNMENT:** *Lawful-good*
**STRENGTH:** *20*
**INTELLIGENCE:** *14*
**WISDOM:** *11*
**DEXTERITY:** *18 (00%)*
**CONSTITUTION:** *19*
**CHARISMA:** *18 (33%)*
**HIT BONUS:** *+6*
**PSIONIC ABILITY:** *See below*

John Carter was originally an average earthman, but has become a sort of immortal, archetypal warrior; he can recall no childhood, just an endless series of wars and martial endeavors. He always seems to be physically about the age of 30.

After serving on the Confederate side of the American Civil War, he went west as a prospector. Trapped in a cave by Indians and mortally wounded, Carter, on the verge of death, somehow psychically transported himself to Mars (or Barsoom, as it is known to its inhabitants). Mars' gravity is only one-fourth that of Earth, so Carter instantly became the strongest humanoid on Barsoom, with a relative D&D strength of 20 (for game purposes, always treat John Carter as if he were on Barsoom, as this is his heroic environment in the novels). Carter freed Dejah Thoris, Princess of Helium, from the Green Men of Barsoom, eventually married her and became Warlord of Helium (and a good deal of the rest of the planet).

Carter's Mars is a world of paradoxes. Barsoom is a dry, dying planet, studded with abandoned cities and ancient races, falling gradually into barbarism. There is a universal code of honor for hand-to-hand fighting, which states that if one man draws a certain weapon for a duel, his opponent will counter with the same or a lesser weapon. Barsoomian fighters (including John Carter) are usually armed with a dagger (1-4 damage +10), short sword (1-6 damage +10), and long sword (1-8 damage +10). In addition, they carry a pistol, but this is rarely used save by cowards or in wars. Carter abides by the code of honor, and will respond with the same type of weapon he is attacked with (regardless of the number of opponents), unless he is attacked magically (which he may interpret as some sort of psychic attack). Then there is a 50% chance each attack that he will feel justified in using his pistol against the magic-user. This pistol contains five rounds, each doing 1-10 damage if they hit. All five rounds may be fired in one melee round.

John Carter is about six feet tall with short black hair and gray eyes. Like all Barsoomians, he wears no armor; only a leather harness for carrying his weapons. His great strength enables him to move in giant leaps. He can jump up to 20 feet high, and leap right over the heads of his opponents. He will generally try to help anyone he thinks is in trouble, but if he is double-crossed or finds out he has been deceived, he may go into a fighting rage, attacking everyone he can reach until all the miscreants have been punished.

Honor in battle is exceedingly important to him. John Carter has long fought the Guild of Assassins on Barsoom, considering them honorless fighters. If he recognizes that a party member is an assassin, he will disarm him and force him to leave the party (for the party's own good). He will give the assassin his own dagger so he has a fighting chance of reaching safety.

Psionically, Carter has a permanent *Tower of Iron Will;* no one has ever broken it. Over the years he has honed his ability to teleport between worlds, and he is likely to show up anytime, looking for adventure.

REFERENCE: *A Princess of Mars, The Gods of Mars, The Warlord of Mars, Thuvia, Maid of Mars, The Chessman of Mars, The Master Mind of Mars, A Fighting Man of Mars, Swords of Mars, Synthetic Men of Mars, Llana of Gathol, John Carter of Mars.* (paperbacks, published by Ballantine Books) All by Edgar Rice Burroughs.

*Addenda:* Kane's hit points (from the previous issue of TD) should be 175, not 165. Also, note that exceptional percentages for 18s for other abilities than strength are given here for comparison purposes, and are not standard D&D or AD&D.

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

Lawrence Schick and Tom Moldvay

### INTRODUCTION

*The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.*

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Note: *For the game purposes of these heroes: Dexterity 18 (00) gives +4 on Reaction/Attacking, –5 Defensive adjustment and three attack per round for high level fighters. Constitution 18 (00) gives fighters +4.5 per hit die bonus.*

### Leigh Brackett's ERIC JOHN STARK (and NORTHHOUNDS)

### ERIC JOHN STARK

15th level fighter
ARMOR CLASS: *0*
MOVE: *8"*
HIT POINTS: *90*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8 (+3)*
SPECIAL ATTACKS: *see below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *50%*
ALIGNMENT: *Chaotic-good*
STRENGTH: *18 (62%)*
INTELLIGENCE: *14*
WISDOM: *11*
DEXTERITY: *17*
CONSTITUTION: *16*
CHARISMA: *14*
HIT BONUS: *+2*
PSIONIC ABILITY: *Nil*

### NORTHHOUNDS

FREQUENCY: *Very rare*
NO. APPEARING: *1-6*
ARMOR CLASS: *5*
MOVE: *15"*
HIT DICE: *4*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-10, 1-6, 1-6*
SPECIAL ATTACKS: *Killing fear*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic-good*
SIZE: *Large*
PSIONIC ABILITY: *Special*

Eric John Stark is about six feet tall with short black hair and light-colored eyes. He is lean and well-muscled, sinewy rather than massive. He wears synthetic pants and shirt covered by plasteel mesh armor, hence his 0 armor class yet fast movement.

Born in a mining colony in Mercury's twilight belt, Eric John Stark was orphaned at an early age. He was adopted and raised by the sub-human aboriginals who clawed out a precarious existence in the sun-stricken valleys. Stark's early life was a constant struggle for survival. He was given the name N'Chaka, the Man-Without-a-Tribe, by the aboriginals.

When miners caught and slaughtered his foster-parents, Stark tried to kill them but was himself captured. The miners put him in a cage and took him around the camps as a one-man freak show. A Terran administrator, Simon Ashton, rescued him.

Simon Ashton became Eric John Stark's second foster-father. He raised him to cope with civilization but was only partly successful. His early life left a lasting mark on Stark. He does not feel at ease in urban surroundings. He has a near-pathological need from freedom and has become a totally masterless man whose only loyalties are to himself and Simon Ashton.

When Eric John Stark rescued Simon Ashton from imprisonment on the planet Skaith, he killed the king-dog Flay and took over pack leadership of the Northhounds. There is a 25% chance that 1-6 Northhounds will be accompanying Eric John Stark at any given time.

The Northhounds are huge, specially-bred dogs with the psychic ability to radiate a killing fear. They stand four feet high at the shoulders, are covered with shaggy white fur, and have large, unnaturally brilliant eyes. They will attack on Stark's command or in self defense. Characters who are attacked psychically must first save versus death (poison) then versus fear. Each hound may attack 1-4 characters, regardless of level. The hounds also can attack with a bite and two paws but they always prefer to attack psychically first. If a character kills Stark there is a 30% chance they will accept him as new pack leader (50% if character is non-human). If the character also survives a psychic attack by the Northhounds (makes both saving throws) add 40% to his chances of being accepted as new pack leader.

Eric John Stark leads the Northhounds because, when the hounds attacked him, he reverted to his N'Chaka personality. The hounds do not consider N'Chaka human. As N'Chaka, Stark is capable of an animalistic fury which increases his hit probability to +5 and his damage to +7 but lowers his armor class to 5. Such ferocity can only be maintained for 2-8 melee rounds. In battle, there is a 35% chance each melee round that Stark will revert to N'Chaka. If trapped or backed into a comer, there is a 70% chance each melee round he will revert to N'Chaka. Any empathic spell or attempt to charm Stark will automatically bring out the N'Chaka personality. N'Chaka has a +8 save versus empathic spells and charm.

Eric John Stark is a mercenary by profession. If encountered, roll an 8-sided die. 1: Stark has been sent by an anonymous benefactor to help one party member (at random). His help lasts for the duration of the adventure. 2: Stark is on a mission to kill one party member (at random). 3: Stark is guarding the nearest treasure. 4: Stark had heard that the party is seeking treasure and offers his services for 10% of whatever treasure he helps win. He will serve for one adventure only. 5: Stark has been sent to capture one member of the party (at random). He may fake joining the party until a favorable time for capturing his victim and escaping without being killed. 6: Stark has been sent by a wizard to inform the party where the nearest enchanted monster lair is.

He may or may not help them depending on his reaction to the party. 7, 8: Treat Stark as a normal wandering monster.

REFERENCE: *People of the Talisman* and *The Secret of Sinharat* (paperback, published by Ace Books as a double). *The Ginger Star, The Hounds of Skaith,* and *The Reavers of Skaith* (paperbacks, published by Ballantine Books). All by Leigh Brackett.

**Lord Dunsany's**
**WELLERAN**

ARMOR CLASS: -2
MOVE: 7"
HIT POINTS: 113
NO. OF ATTACKS: 2/1
DAMAGE/ATTACK: 1-8 (+4)
HIT BONUS: +2
ALIGNMENT: Lawful good
PSIONIC ABILITY: Nil
STRENGTH: 18 (78%)
INTELLIGENCE: 13
WISDOM 14
DEXTERITY: 18 (07%)
CONSTITUTION: 18 (65%)
CHARISMA: 16

"Where the great plain of Tarphet runs up, as the sea in estuaries, among the Cyresian mountains, there stood long since the city of Merimna well-nigh among the shadows of the crags." In the past, before the city-men grew mild and mellow, Merimna produced many great captains of war who constantly defeated the tribal nations who sought to conquer Merimna. Soorenard, Mommolek, Rollory, Akenax, and young Iraine were great heroes whose memories protected Merimna long after their deaths. But the first, and the greatest, of the hero captains was Welleran. Wielding his terrible curved sword, his blood red cloak flowing from his shoulders, Welleran rode his pure black steed into battle and none could stand against him.

When, at long last, Welleran received a mortal wound, he rode alone to a nearly inaccessible ravine, and cast his body in that it might be hidden from all men. Soorenard, Mommelek, Rollory, Akenax, and young Iraine all followed Welleran's example so that a hundred years after the death of Iraine, the tribes believed that the great heroes of Merimna were still alive, waiting to attack again if the tribes advanced beyond the mountains to the plains before Merimna. This deceit was aided by the life-like statues of the heroes which could be seen on the ramparts of Merimna even from the far mountaintops, and the red-cloaked guards who sang Welleran's old songs as they paced their rounds.

Eventually two tribesmen stole into Merimna at night and discovered the truth. The tribes advanced to battle, swearing a vengeance for past defeats which would culminate in the sacking of Merimna. The city-men gathered up weapons which had not been used for a century and formed amateur battle ranks upon the plain.

The night before the battle, the ghost of Welleran possessed a young man, Rold, who had always been fascinated by Welleran's sword and cloak (on display in a glass case). The ghost of the other heroes likewise possessed dreaming sleepers and what should have been a slaughter of the city-folk turned into a massacre of tribal warriors instead.

The ghost of Welleran, having reacquired a taste for battle, cannot rest. It continues to possess anyone who chances to pick up his sword and wear his cloak. Only Lawful good characters may touch sword or cloak. Treat the sword of Welleran as having 17 intelligence and 15 Ego, activated only if the individual carrying the sword is attacked. If the sword takes over the character, that character becomes Welleran for the duration of the battle, gaining all Welleran's abilities and hit points (temporarily). When the battle is over the player character returns to normal. Unfortunately, possession by Welleran takes energy, so for each battle where Welleran is in control, the player character permanently loses 1 hit point.

REFERENCE: "The Sword of Welleran" from *Gods, Men, and Ghosts: The Best Supernatural Fiction of Lord Dunsany* (paperbound, Dover Publications, Inc.), or, *The Young Magicians* (paperback, Ballantine Books, Inc. edited by Lin Carter), or, *The Sword of Welleran* (hardback, copyright 1908, long out of print), by Lord Dunsany (Edward John Moreton Drax Plunkett, 18th Baron Dunsany).


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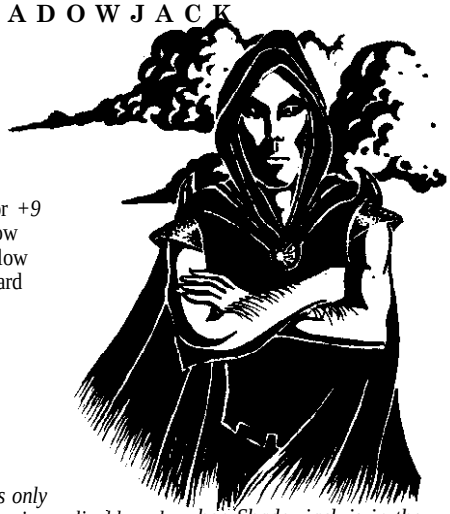
**Roger Zelazny's**

**S H A D O W J A C K**



25th level thief,
9th *(18th)* level fighter,
9th *(18th)* level magic-user
ARMOR CLASS: 4 or *0*
MOVE: 9" or *18"*
HIT POINTS: 102 or *123*
NO. OF ATTACKS: 3/2 or *2/1*
DAMAGE/ATTACK: Normal or *+9*
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
ALIGNMENT: Chaotic evil
STRENGTH: 13 or *18 (00%)*
INTELLIGENCE: 18 (77%)
WISDOM 17
DEXTERITY: 18 (00%) or *19*
CONSTITUTION: 19
CHARISMA: 17
HIT BONUS: Normal or +6
PSIONIC ABILITY: *In shadows only*

*N.B. All information set in italics* is *applicable only when Shadowjack is in the shadows.*

It is said that Shadowjack does not have a soul as men do. He can be killed, but not permanently. Each death but brings a new reincarnation. The process is not instantaneous: his resurrection and journey back from Glyve in the World of Night may take months or years. Death and reincarnation are painful and disorienting processes. Jack will do most anything to avoid them. He will certainly promise to do anything if it looks as if his death is imminent. Since one of his titles is Jack of Liars, it is likely that such promises are a way of stalling for time, until he can slip into the shadows.

Shadows are his realm, and his powers are greatly increased whenever Jack is covered by shadow. When in the shadows, Jack can use his psionic powers; he throws spells in one- half the normal casting time. Under normal dungeon conditions, with non-magical light, there is a 50% chance per melee round of Jack being in shadow. Once inside the shadows, Jack's chances of remaining in shadow increases 10% each round (i.e. 60% for 2nd round, 70% for 3rd round . . .) As long as Jack makes his percentage he is in shadows, but if he fails his chance falls back to the 50% base. Magical light renders his shadow powers useless, though just beyond the range of the magical light there will be an area of shadow Jack can use.

Shadowjack is a tall, thin man who usually dresses in dark colors. His hair is black, his complexion swarthy, his features somewhat aquiline. His dark eyes do not blink at all. Jack's cloak acts as a +3 cloak of protection in the shadows. His sword is +3 to hit, +3 to damage in the shadows.

Shadowjack's most redeeming features are his loyalty to friends and his sense of honor to those who have aided him. When not under obligation of friendship, Jack is ruled by whimsy and his ironic sense of humor. He considers the theft of difficult objects to be a challenge he cannot pass up. He is also guided by a fanatic sense of vengeance and will endeavor to track down and punish anyone responsible for one of his deaths, or who has harmed his friends.

If encountered in a dungeon, there is a 50% chance that Shadowjack is on the same mission as the dungeon party (or will lead the party to the most valuable treasure on that level if the party has no definite mission). He will attempt to use the party for his own ends, deserting them if his death seems near, and stealing the most valuable item from the treasure when the adventure is over. If Jack befriends a character (an extremely positive reaction when first meeting, or a positive reaction after a character saves Jack's life), Jack will either forego the theft he came for or compensate his new friend with another gift. On the other hand, an extremely negative reaction will mean that Jack has formed an irrational hatred and will do his best to see that that character is killed during a fight.

If Shadowjack is not on the same mission as the party, he is probably out to rob one of the party members (whoever receives the worst reaction roll). If anyone is foolish enough to mention Shadowjack's name while in the shadows, there is a 20% chance he will teleport in to investigate.

SPELLS: (* = preferred spells)

| 1st | 2nd | 3rd |
|---|---|---|
| Hold Portal | Darkness 15'r | Dispel Magic |
| Identify | Knock | Feign Death* |
| Jump | Locate Object | Fly |
| Spider Climb | *Detect Invisibility* | *Haste** |
| *Friends** | *Forget* | *Water Breathing* |
| **4th** | **5th** | **6th** |
| Minor Globe of Invulnerability* | Teleport* | *Geas* |
| Wizard Eye | *Conjure Elemental* | *Legend Lore* |
| *Charm Monster* | *Distance Distortion* | *Tenser's Transformation** |
| *Dig* | *Leomund's Secret Chest* | |
| *Polymorph Self* | *Passwall* | |
| **7th** | **8th** | **9th** |
| *Phase Door* | *Power Word, Blind** | *Power Word, Kill** |
| *Power Word, Stun** | *Symbol* | |
| *Reverse Gravity* | | |

*PSIONICS*

| | | |
|---|---|---|
| *Psionic Strength = 118* | *ATTACK MODES* | *DEFENSE MODES* |
| *Psionic Ability = 236* | *Psionic Blast* | *Mind Blank* |
| | *Mind Thrust* | *Thought Shield* |
| | *Psychic Crush* | *Mental Barrier* |

*DISCIPLINES*

*Clairaudience (25th level mastery) — object must be in shadow*
*Clairvoyance (23rd level mastery) — object must be in shadow*
*Body Equilibrium (21st level mastery)*
*Detect Magic (19th level mastery i.e. 95% chance to determine type of magic)*
*Mind Over Body (17th level mastery i.e. good for 35 consecutive days)*
*Dimension Door (15th level mastery) — from shadows to shadows only*

THIEVING ABILITIES:

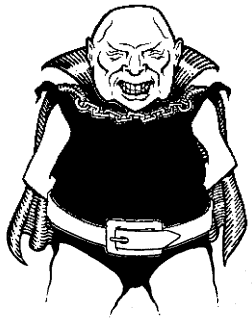
| | | |
|---|---|---|
| Pick pockets: | Open locks: | Find/Remove traps: |
| 135% or 170% | 99% | 99% |
| Move silently: | Hide in shadows: | Hear noise: |
| 99% | 100% | 75% or 85% |
| Climb walls: | Read languages: | |
| 99.9% | 80% or 99% | |

REFERENCE: *Jack of Shadows* (paperback, published by Signet Books) by Roger Zelazny.

**Jack Vance's**

## IUCOUNU, THE LAUGHING MAGICIAN

20th level magic-user
ARMOR CLASS: 7
MOVE: 9"
HIT POINTS: 50
MAGIC RESISTANCE: Standard
ALIGNMENT: Neutral evil
PSIONIC ABILITY: Nil
STRENGTH: 9
INTELLIGENCE: 18 (87%)
WISDOM: 12
DEXTERITY: 15
CONSTITUTION: 15
CHARISMA: 14



*Eyes of Charming, periapt of proof against poison, ring of invisibility, ring of protection +2, rope of entanglement.*

Iucounu does not look the part of a mighty magician — he is a small, bald man dressed in black, whose wide mouth is habitually made wider by as he grins at the humorous antics of all the world's inhabitants. Though he appears innocuous, he is not to be trifled with, as he will not hesitate to punish those who interfere with his plans or attempt to relieve him of some of his many magical treasures.

Iucounu has been known to travel between the planes of existence in his search for knowledge and magical curiosae. He is on speaking terms with many daemons, demons and devils, and one or more (35% chance) may be accompanying him when he is encountered (roll d6, 1-2: daemons, 3-4: demons, 5-6: devils. Dice for type at random. If a lesser type is indicated, there will be 1-3 of them; if a greater type, there will be only one.).

Iucounu has knowledge of many strange and powerful spells. Some of these correspond approximately to spells from our universe, but some are different. Note that though Iucounu can memorize fewer spells than one of our magic-users of comparable level, his spells have verbal components only, and their casting time is usually shorter. When encountered, he will have in his memory *five* of the spells from the following list. Roll d20: if any spell is rolled twice, choose a powerful offensive spell in place of duplication.

1-2: *The Charm of Forlorn Encystment:* this is the same in all respects as the 9th level magic-user's spell *imprisonment.*

3: *The Charm of Untiring Nourishment:* by speaking this charm, the magic-user need not breathe, eat or drink while the spell lasts. Duration: 1 turn/level. Casting time: 2 segments.

4-5: *The Excellent Prismatic Spray:* This is the same as the illusionist's 7th level spell in all respects save casting time, which is only 3 segments.

6: *Felojun's Second Hypnotic Spell:* a paralysis spell. Range: 1"/level. Duration: 1 round/level. Area of effect: 4" diameter sphere. Casting time: 1 segment. Saving throw: neg.

7: *Gilgad's Instantaneous Galvanic Thrust* or the *Instantaneous Electric Effort:* this is the same as a *lightning bolt* in all respects save casting time, which is only 1 segment.

8: *Houlart's Blue Extractive:* this spell is used to remove a being from its refuge or concealment. If the target fails to save, it will simply fly from its hiding place and land at the feet of the caster. Any being so treated will be *stunned* for 2-12 rounds. Range: 1"/level. Casting time: 5 rounds. Saving throw: neg.

9: *Houlart's Visceral Pang:* the recipient of this spell will be totally incapacitated by excruciating pains in the abdomen for 1-3 rounds. Range: 9". Area of effect: 1 creature. Casting time: 2 segments. Saving throw: none.

10: *Lugwiler's Dismal Itch:* the recipient of this spell is cursed with a continual itching over every square inch of his or her epidermis. When in this condition, armor class is two levels worse, all fighting is done at -5, and spell use is impossible. Range: 6". Duration: until *dispelled (remove curse* will also work.) Area of effect: 1 creature. Casting time: 3 segments. Saving throw: neg.

11: *Phandaal's Critique of the Chill:* this is the same as the *cone of cold* spell in all respects save casting time, which is only 3 segments.

12: *Phandaal's Gyrator:* the unfortunate target of this spell is levitated into the air and spun about at any speed the caster desires. At the fastest possible rate of spin, the spinner will take 10 hit points of damage per round due to the centrifugal forces involved. Controlling the spell requires great concentration on the part of the caster. If the concentration is broken, the spell dissipates. Range: 6". Duration: 1 round/level. Area of effect: 1 creature. Casting time: 5 segments. Saving throw: none.

13-14: *Phandaal's Mantle of Stealth:* the caster of this spell is rendered invisible, inaudible and odorless; virtually indetectable save to *true seeing,* a *robe of eyes* or a *gem of seeing* (and touch). Any attempts at offensive action on the part of the recipient instantly negate the spell (as with invisibility). Duration: 1 round/level. Area of effect: creature touched. Casting time: 2 segments.

15: *Rhialto's Green Turmoil:* the recipient of this spell is overcome with a violent nausea which totally incapacitates him or her for 2-20 rounds. Range: 5". Area of effect: 1 creature. Casting time: 2 segments. Saving throw: neg.

16: *Spell of the Macroid Toe:* in this specialized *polymorph* spell, the big toe (or similar extremity) of the creature affected grows to the size of a small house. Range: 4". Duration: until dispelled. Casting time: 4 segments. Saving throw: neg.

17: *Spell of the Omnipotent Sphere:* this combines the effects of the magic-user's spell *anti-magic shell* with those of a *cube of force.* It is a near-total (but non-mobile) protection for the caster. Duration: 1 round/level. Area of effect: 10' diameter sphere. Casting time: 9 segments.

18: *Spell of the Slow Hour:* this spell is similar to the magic-user's spell, *slow,* except that it is twice as efficient, and slows the affected creatures to one-quarter the normal or current rate. In all other respects (range, duration, etc.) it is the same.

19: *Temporal Stasis:* this spell duplicates the 9th level magic-users' spell *time stop* in all respects save name.

20: *Thasdrubel's Laganetic Transfer* or the *Agency of Far Despatch:* when this spell is uttered, the recipient is bound as if by a *hold person* spell. A nycadaemon appears (i.e., is *gated* in), grasps the *held* recipient and flies him or her either to a point designated by the caster or 10-100 miles in a random direction. Range: 3". Area of effect: 1 creature. Casting time: 1 round. Saving throw: none.

REFERENCE: *The Eyes of the Overworld* (paperback, published by Ace Books) by Jack Vance.

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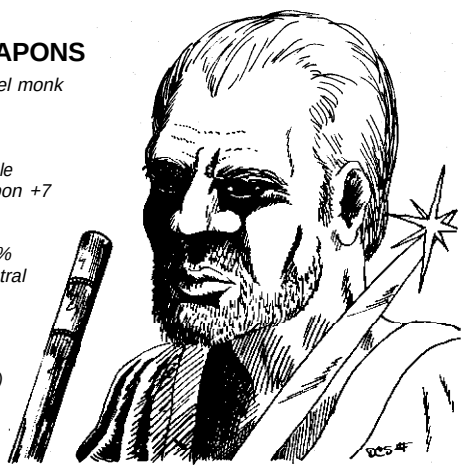
Note: *For the game purposes of these heroes: Dexterity 18 (00) gives +4 on Reaction/Attacking, –5 Defensive adjustment and three attacks per round for high level fighters. Constitution 18 (00) gives fighters +4.5 per hit die bonus.*

### Piers Anthony's SOL OF ALL WEAPONS

20th level fighter/ *14th level monk*
ARMOR CLASS: *Variable*
MOVE: *28"*
HIT POINTS: *122*
NO. OF ATTACKS: *Variable*
DAMAGE/ATTACK: *Weapon +7*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *50%*
ALIGNMENT: *Lawful-neutral*
STRENGTH: *18 (91%)*
INTELLIGENCE: *11*
WISDOM: *13*
DEXTERITY: *18 (00%)*
CONSTITUTION: *18 (58%)*
CHARISMA: *16*
HIT BONUS: *Variable*
PSIONIC ABILITY: *Nil*



Weapons:
Single Sticks (paired wooden sticks, 3' long):
4 attacks per melee round, +3 to hit, 1-3 damage per hit (+7), armor class = -3.
Daggers (matched pair):
4 attacks per melee round, +3 to hit, 1-4 damage per hit (+7), armor class = -2.
Sword (basket hilted):
3 attacks per melee round, +3 to hit, 1-8 damage per hit (+7), armor class = 1.
Staff (metal):
1 attack per melee round, +3 to hit, 1-10 damage per hit (+7), armor class = -7.
Morning Star (spiked ball on chain):
2 attacks per melee round, normal to hit, 1-20 damage per hit (+7), armor class = 3.
Club (wooden):
2 attacks per melee round, +3 to hit, 1-12 damage per hit (+7), armor class = 0.

Sol of All Weapons is a well-muscled yet slender man about six feet tall with medium-long blond hair, blue eyes, and a short scant beard. He wears dark pantaloons clinched at waist and knee, a loose white jacket reaching to his hips and elbows and left hanging open at the front, elastic sneakers, and a heavy gold bracelet clasped on his left wrist. He pushes a small, one-wheeled cart containing his six weapons.

Sol comes from post-cataclysmic America. The heart of Sol's world is the battle circle — a 15-foot ring of finely-barbered turf. A boy becomes a man by learning to master one of the six weapons; sword, staff, morning star, club, daggers, or single sticks. Sol in the only man to ever master all six weapons. Serious fights in the battle circle are for fealty. The loser swears allegiance to the winner. If the loser already has warriors sworn to his service they also swear allegiance to the winner. In such way are tribes formed.

Sol is not only an incredible natural athlete who has developed his skill by defeating the best fighters of his world, he has also been trained in the scientific arts of fighting by technical experts. (He has a monk's fighting skills without the thiefly abilities or clerical skills.) Sol is ambidextrous and can fight with both hands at once if using daggers or single sticks.

Sol united the North American tribes and became master of a nomad empire. He was fighting a rear-guard action in China against hopeless odds when he was teleported to a new universe. His magical resistance is due to his being born in a non-magical universe.

Sol was undaunted by suddenly arriving in a strange universe. He is setting out to conquer this new world by the methods he knows best, by defeating its best warriors and thus gaining their fealty. When encountered, he will mark **out** a battle circle (if possible) and challenge the best fighter in the party (regardless of the person's alignment). If there is no single character who stands a chance against him, Sol will fight two at once.

If his challenge is accepted, the combatants fight until one in unconscious. Treat as a normal fight except that as **wounds** are not struck to kill: when a character reaches zero hit points there is a 75% chance he has been knocked unconscious, (1-10 turns), and a 25% chance he was killed accidentally. When a character regains consciousness he regains 50% of the hit points lost during the fight. If Sol is defeated in the circle he will serve the character or characters who defeated him. He expects the same service if a player character loses.

If no one will accept Sol's challenge, his reaction to the

party is rolled at -2. He has learned about magic and considers it unmanly. If Sol sees any magic-user attempting a spell he will immediately attack the party, preferably the magic-user throwing the spell. When fighting outside the battle-circle, Sol will attack to kill as there is no honor in the combat.

REFERENCE: Battle Circle (paperback, published by Avon Books). Battle Circle is a collection of three previously published novels: *Sos the Rope, Var the Stick,* and *Neq the Sword,* all by Piers Anthony.

**Tanith Lee's**
**ZORAYAS**

23rd level magic-user
ARMOR CLASS: -3
MOVE: 9"
HIT POINTS: 40
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 each
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
ALIGNMENT: Lawful-evil
STRENGTH: 7
INTELLIGENCE: 18 (93%)
WISDOM: 17
DEXTERITY: 6
CONSTITUTION: 10
CHARISMA: 18 (00)
HIT BONUS: None
PSIONIC ABILITY: Nil

Zorayas is the thirteenth daughter of King Zorashad of Zojad who conquered sixteen kingdoms. Proud Zorashad set up inscriptions whereon he claimed to be the "Mightiest of the Mighty, Ruler of Men and Brother of the Gods, whose equal is not to be found under heaven." It was a mistake. Zorashad was brought low by Azhrarn, Prince of Demons. The empire dissolved, and all Zorashad's wives and children were slain, except for Zorayas, newly born on the night Zojad was razed.

A nurse ran away with the baby, but near dawn, the nurse's heart gave out. Zorayas fell to the road and rolled down a hill. Both her arms were broken, and the lower half of her still soft face became deformed.

Zorayas was saved by a hermit who healed her as best he could. Zorayas grew up, her face hideous, her arms twisted and pain-racked. She did not know she was abnormally ugly until a son of one of the kings who overthrew Zorashad slashed her across the cheek with his riding crop and mocked her. The hermit died soon after and Zorayas tried to carry on his work of healing men and animals. But the people ran from her, thinking she had the evil eye. All fled except for a pedlar who raped her.

Embittered, her ideals twisted inside-out, Zorayas turned to black magic, quickly becoming an expert. She conjured up Drin smiths (lesser demons) to make her a suit to hide her deformities. The armor is +5 and gives her the fighting abilities of a 16th level fighter of normal strength and dexterity. Only she can use it. The armor is of black iron, chased with silver. Zorayas wears iron gloves and an iron mask covering her face below the eyes, leaving her long-flowing copper hair free.

With the aid of her magic, Zorayas avenged herself for past torments and reconquered all the lands her father had ruled. She even trapped Azhrarn in a specially-prepared room and threatened him with death.

Azhrarn is unpredictable. Instead of being angered, he chose to be amused at Zorayas' audacity and re-made her face and arms so that Zorayas became enchantingly beautiful. As Azhrarn predicted, such beauty combined with Zorayas' personality could only lead to mischief in the world of man. Zorayas has her father's pride with a temperament geared toward vengeance and domination. She worships Azhrarn and, when he touched her, "Something of his fascinated wickedness, his delight in the sport of tangling the plans of mankind permeated her bones."

It amuses Zorayas to watch the antics of an individual smitten with love for her. If she removes her iron mask, any character gazing at her must save versus magic (human males add 4 to their saving throw) or be charmed. Once she has charmed a character she will torment him for sport, often demanding gifts as tokens of affection. When the character has nothing left to give her, Zorayas will leave him with his love unfulfilled. There is a 10% chance that the charm will have become so strong that the character will become suicidal once Zorayas is gone.

Zorayas may be accompanied (50% chance) by her bodyguard, 2-8 fighters in plate, each fighter 7-12th level. If she encounters a Lawful evil character willing to worship Azhrarn (by donating 10% of his earnings each adventure) she may give that character appropriate gifts (probably taken from other party members).

SPELLS: (* = preferred spells)

| *1st* | *2nd* | *3rd* |
|---|---|---|
| Burning Hands | Detect invisibility | Dispel Magic |
| Detect Magic | Fools Gold | Fireball |
| Sleep | Mirror Image* | Fly |
| Magic Missile | Web | Monster Summoning I |
| Shocking Grasp | Wizard Lock | Phantasmal Force |

| *4th* | *5th* | *6th* |
|---|---|---|
| Charm Monster* | Animal Growth | Death Spell* |
| Hallucinatory Terrain | Conjure Elemental | Geas* |
| Minor Globe of Invulnerability | Distance Distortion | Monster Summoning IV |
| Monster Summoning II | Monster Summoning III | Spiritwrack* |
| Polymorph Other* | Transmute Rock to Mud | Tenser's Transformation |

| *7th* | *8th* | *9th* |
|---|---|---|
| Cacodemon* (her armor serves as protection) | Trap the Soul* | Power Word, Kill* |
| Monster Summoning V | Polymorph Any Object* | Monster Summoning VII |
| Reverse Gravity | Otto's Irresistible Dance | Imprisonment* (after first charming victim) |
| Simulacrum | Monster Summoning VI | |
| Vanish | Maze | |

REFERENCE: *Night's Master* (paperback, published by DAW Books) by Tanith Lee.

**Clark Ashton Smith's**
**MAAL DWEB**

20th level magic-user
ARMOR CLASS: –1
MOVE: 9"
HIT POINTS: 61
MAGIC RESISTANCE: Standard
ALIGNMENT: Lawful evil
PSIONIC ABILITY: Nil
STRENGTH: 12
INTELLIGENCE: 18 (96%)
WISDOM: 16
DEXTERITY: 15
CONSTITUTION: 17
CHARISMA: 16

*Amulet of diminution and enlargement, bracers of defense:* AC 4, *necklace of adaptation, periapt of proof against poison, ring of protection* +4, *wand of polymorphing.*

Preferred spells: *maze* (special — see below), all *charm* spells, *flesh to stone, globe of invulnerability, meteor swarm,* all *polymorph* spells, *project image, teleport.*

Maal Dweb has gone almost as far as his power can take him — he rules an entire solar system, and does so with the iron grip of a despot. Millennia old, he has nearly exhausted all the possibilities for amusement and interest on the six planets of Mornoth, Xiccarph, Ulassa, Nouph, Rhul and Votalp, and now he crosses his silver interplanar drawbridge to other worlds in search of a challenge or some new thing.

Superficially, Maal Dweb looks to be an average man in his thirties, balding, nondescript, wearing somber clothes. However, his extraordinay nature will immediately be apparent if he is accompanied by one (35% chance) or even two (15% chance) of his special iron golems (see description below: the other 50% of the time, he will be unaccompanied). Maal Dweb is a very quick, clever and resourceful man, with an acute sense of the ironic; this sensibility is not often shared by his unfortunate opponents.

Maal Dweb is very much interested in the bizarre, the extranormal, and any tragedy caused thereby. However, he will not really be

grateful for information pertaining to his interests, as he considers all creatures to be utterly beneath him, tools and pawns for his amusement (though he does not allow this to lead him to underestimate his opponents). He will occasionally seek out a challenge to keep himself sharp, and in order to even things up a bit, he has been known to leave all of his protective devices behind (of which he owns many more than those shown, as these are only his typical possessions when skylarking: when Maal Dweb is on serious business, he goes armed to the teeth).

**Special Iron Golems:**
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 80 hit points
NO. OF ATTACKS 1
DAMAGE/ATTACK 4-40
SPECIAL ATTACKS: None
SPECIAL DEFENSES: As standard iron golem
INTELLIGENCE: Low-average
PSIONIC ABILITY: Nil

Huge brazen automatons, Maal Dweb's golems have right arms ending in huge sickles, with which they can inflict 4-40 points damage on a hit. Their major differences from standard golems are the lack of a poison gas breath weapon, and the fact that their intelligence allows them to act without continuous instructions from their master.

**Special Maze Spell:**

This spell requires 7 segments to prepare, and may be cast on one creature only. There is no saving throw. The victim is transported to the entrance to Maal Dweb's entradimensional maze of evil plant life. He (or she) will have no choice but to enter — the alternative is swirling, endless limbo. As the character moves into the maze, the thick, solid walls of plants come alive and writhe and rustle in his direction: tendrils twine, thorny strands whip, tiny mouths snap, grass entangles his feet if he hesitates. Progress is difficult, but retreat is impossible, as the passages close up behind the victim. (Druidic plant control spells will work in this place, but there is really no place to go but the terminus — beyond the rest of the garden is limitless limbo.) As long as the character keeps moving at a steady pace, he will be relatively safe, but if he stops, he will begin to feel drowsy, and desire to lay down and go to sleep. No saving throw is needed to throw this off, but if the character should give in to sleep (for whatever reason), he or she may be considered dead and eaten by the plants.

When the character reaches point B, he will suddenly be confronted by two huge hairy ape-like creatures (AC: 4; HD: 8; HP: 38, 34; # Attacks: 2; Damage: 2-12). These creatures are immune to all charm-type spells, and will seek to kill the maze victim.

If the character defeats the giant apes and makes it to the end of the trail, he will find himself at the base of a stone platform stretching out into the mists of nowhere. On the end of the platform is a pentagram, and rising from the vagueness beyond the platform are three stone columns, each of which is crowned with a solemn demon head. Attempting to advance out onto the platform will cause the last plant on either side to whip out with a paralyzing tentacle. If the character fails to make a saving throw vs. petrifaction, he or she will be held there by the tentacles and slowly laved with a polymorph-juice from the plants' flowers, until he or she exactly resembles one of the giant apes. The demon-heads will solemnly announce, "The adventurer _____ has met the fate ordained by the gods," and the new ape-thing will be released into the maze, never to escape.

If the character makes it to the pentacle, he or she will be instantly transported back to the point from which he left. Time spent in the maze corresponds to real time.

REFERENCE: *Lost Worlds* (Hardcover, published by Arkham House; paperback edition published in UK) by Clark Ashton Smith

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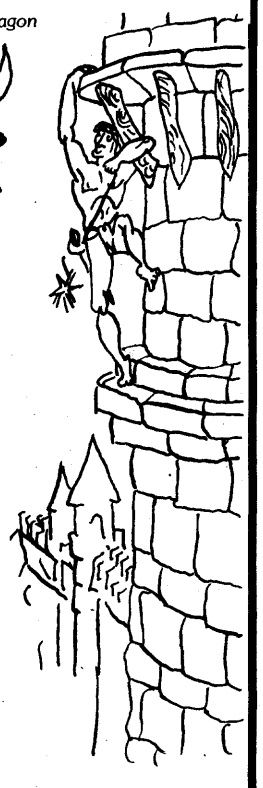

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

Lawrence Schick and Tom Moldvay

### INTRODUCTION

*The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.*

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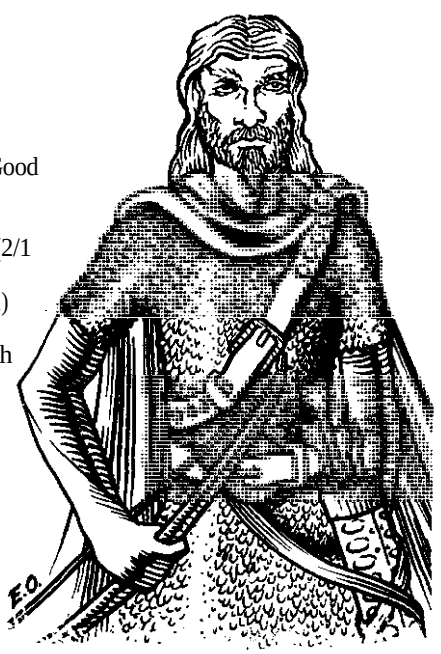
Note: *For the game purposes of these heroes:* Dexterity *18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters.* Constitution *18 (00) gives fighters +4.5 per hit die bonus.*

**Cecelia Holland's**
**MUIRTAGH THE BOWMAN**
**16th-level bard, 7th-level fighter, 5th-level thief**

STRENGTH: 17
INTELLIGENCE: 14
WISDOM: 15
DEXTERITY: 18(00%)
CONSTITUTION: 13
CHARISMA: 15
ALIGNMENT: Chaotic Good
HIT POINTS: 83
ARMOR CLASS: -1
NO. OF ATTACKS: 3/2 (2/1 with box)
DAMAGE/ATTACK: 1-8 (+1) or 1-6 (+4)
HIT BONUS: +1 (+7 with bow)
MOVE: 9"
PSIONIC ABILITY: Nil
CHARM%: 66
LORE %: 65




**Thieving Abilities**

| pick pockets | open locks | traps | hide in shadows | hear noise | climb walls | read languages |
|---|---|---|---|---|---|---|
| 65% | 62% | 50% | 48% | 20% | 90% | 25% |

**Spells:**

| 1st | 2nd | 3rd |
|---|---|---|
| Detect Magic | Barkskin | Call Lightning |
| Detect Snares & Pits | Fire Trap | Protection From Fire |
| Pass Without Trace | Feign Death | Water Breathing |
| Shillelagh | | |

| 4th | 5th |
|---|---|
| Dispel Magic | Insect Plague |
| Hallucinatory Forest | Transmute Rock to Mud |
| Protection From Lightning | Wall of Fire |

Muirtagh was an 11th-century Irish master bowman and harper. He was chief of clan O'Cuillinane, whose lands bordered Leinster and Meath, in the mountains near the river Liffy. Most of clan O'Cullinane was treacherously massacred by clan Mac Mahon in Muirtagh's father's time under a spurious truce arranged by Maelsechlainn, then High King of Ireland. The remnants of the O'Cullinane fled to the hills, where they remained for a generation.

Maelsechlainn lost the high Kingship to Brian Boru. When Muirtagh tied to patch up the blood feud by entreating Brian to intercede, the High King refused to meddle in the affairs of the two clan chiefs lest he be named the tyrant and lose all the chiefs loyalty. A dozen Mac Mahon ambushed and killed Muirtagh's brother Cearbhall the Danekiller (though not without heavy losses). Muirtagh chanced upon the party just after the murder and killed six of them with his arrows, taking advantage of the law against killing harpers. Having violated custom and law, Muirtagh passed on the chieftainship to his son and set out to further pursue his vengeance.

Muirtagh joined the Norse-Irish rebel army under Sigurd, Jarl of the Orkneys, Maelmordha, King of Leinster, and Brodir, King of the Isle of Man. He fought at the battle of Clontarf and was taken prisoner when the Viking-Leinster alliance was defeated. He was judged by Maelsechlainn and outlawed.

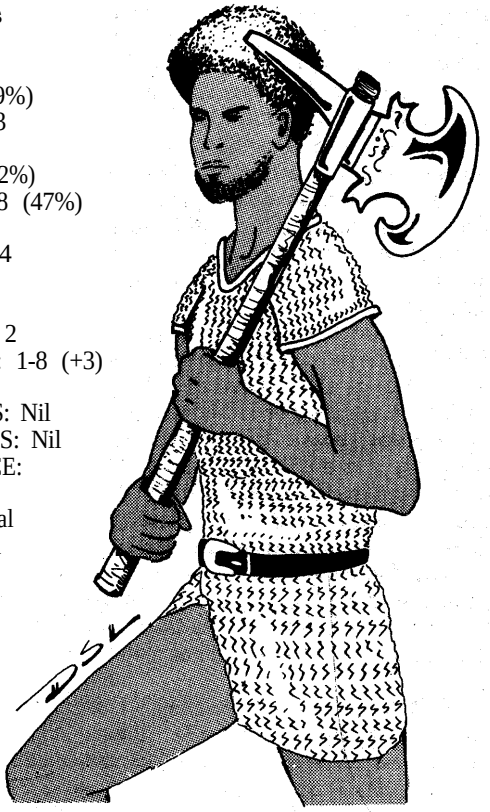
After composing sarcastic songs against Maelsechlainn and the Irish High Kings, Muirtagh traveled through the islands of the Hebrides and Irish Sea, learning ancient lore. He sought out the remotest areas of the Highlands and Welsh hills until he found the last of the druids and completed his bardic training.

With the knowledge he gained, Muirtagh opened a portal into a magical universe where he hopes to start his life afresh. He bears a Bow +1,12 +3 arrows, 12 +2 arrows and +l Chainmail.

Muirtagh is cynically inventive and apt to lampoon strangers whom he dislikes. He is loyal to his friends and vengeful toward his enemies. While his moods are often capricious, he admires individualism and detests and distrusts authority figures, particularly self-righteous Lawful characters and especially Paladins. He will tend to side with the underdog, the outlaw, and the outcast against organized authority in general and kingship in particular. He is something of an anarchist who refuses to be bound by any laws other than those of close personal ties of his own choice.

BIBLIOGRAPHY: *The Kings in Winter* (paperback, Pocket Books) by Cecelia Holland.

**H. Rider Haggard's**
**UMSLOPOGAAS**
**15th-level fighter**
STRENGTH: 18 (59%)
INTELLIGENCE: 13
WISDOM: 16
DEXTERITY: (18 (92%)
CONSTITUTION: 18 (47%)
CHARISMA: 16
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 109
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+3)
HIT BONUS: +4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
ALIGNMENT: Neutral
PSIONIC ABILITY: Nil



Umslopogaas is a descendent of Chaka, and was a prince and general among the Zulus until he was betrayed and framed by his favorite wife, who desired to improve her position. He slew all those who came to arrest him, and he killed his wife as well with one blow from his axe as he fled. A forced exile from Zululand, he became a wandering adventurer, traversing the Dark Continent, and sometimes. finding his way into even stranger places.

Umslopogaas always enjoys a good fight, especially if he can gain honor by aiding the braver or least advantaged side. The great Zulu warrior admires stoic bravery more than any other virtue, and if this is combined in a man with honor and dignity, Umslopogaas will always be proud to call such a man blood brother—or esteemed blood enemy. His loyalty to a comrade is unsurpassed. This is shown in part through his long association with the famous white explorer, Hunter Quatermain, who is well known for his discovery of King Solomon's Mines.

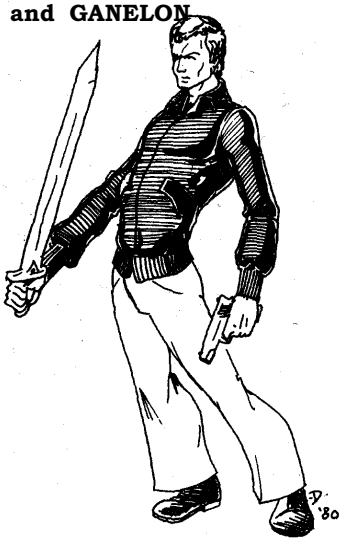
Umslopogaas is a very tall, slim, handsome and dignified Zulu. He has a short beard, and his skin is covered with scars from hundreds of battles. He wears a skin moocha, a thigh-length shirt of non-magical +2 chain mail (a gift from Quatermain), and carries a leather-covered shield. For a weapon, Umslopogaas wields mightly Inkosikaas (the Princess), a battle axe which he uses with a +2 bonus due to his many years of practice with it. The blade is backed by a long hollow spike, open at the end like a leather punch. There is another small opening at the base of the spike for the removal of material that may get caught therein during use. The three-foot helve of the axe is made of an incredibly tough and springy rhinoceros horn. The entire weapon is quite heavy, but Umslopogaas can whip it around with amazing speed, precision and force.

When not hard pressed in battle, Umslopogaas prefers to use the spike end of the weapon, "woodpecking" at his opponents with an almost scientific precision, attempting to kill each with a single perfect blow. However, when the fighting gets heavy, he doesn't hesitate to turn the weapon around and lay about him with great swipes of the mighty axe blade. Umslopogaas enjoys a good battle more than anything else in the world, but he is not fool enough to underestimate an opponent.

BIBLIOGRAPHY: *Allan Quatemain* (paperback published by Ballantine Books, also many other editioins from many other publishers) by H. Rider Haggard.

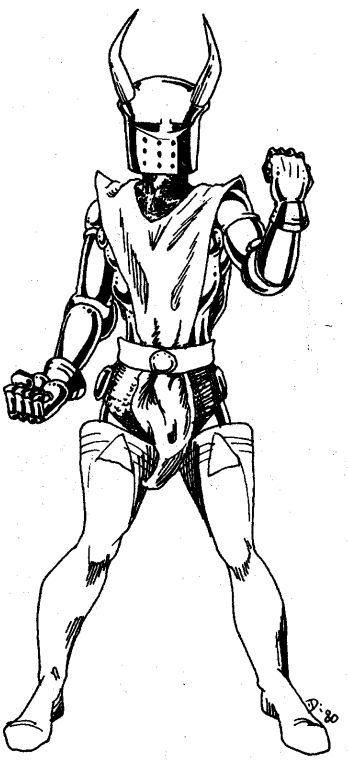
**Henry Kuttner's**
**EDWARD BOND and GANELON**

**EDWARD BOND**
**9th-level fighter**
STRENGTH: 17
INTELLIGENCE: 12
WISDOM 11
DEXTERITY: 16
CONSTITUTION: 15
CHARISMA: 17
ALIGNMENT: Lawful good
HIT POINTS: 19
ARMOR CLASS: 5 (flak jacket)
NO. OF ATTACKS: 3/2 or special
DAMAGE/ATTACK: Sword ( + 1) or special
HIT BONUS: + 1
MOVE 9"
PSIONIC ABILITY: Nil

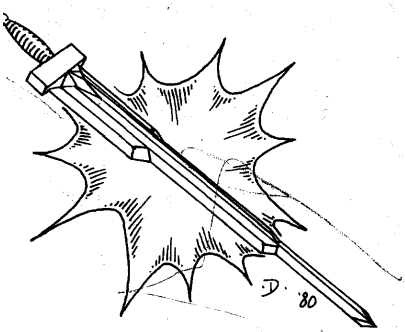


**GANELON**
**25th-level fighter**
STRENGTH: 18 (57%)
INTELLIGENCE: 19
WISDOM: 19
DEXTERITY: 18
CONSTITUTION: 19
CHARISMA: 19
ALIGNMENT: Chaotic evil
HIT POINTS: 134
ARMOR CLASS: -4
NO. OF ATTACKS: 2/1
DAMAGE/ATTACK: 1-8 (+7)
HIT BONUS: +2
MOVE: 12"
PSIONIC ABILITY: See below

Psionic Strength = 184
Psionic Ability = 368
Attack & Defense Modes = All
Psionic Disciplines:
Hypnosis—25th level
Detection of Magic—23rd level
Domination—21st level
Body Weaponry— 19th level
Energy Control— 17th level
Dimension Door—15th level



**Sword of Llyr**
Doubles Ganelon's Psionic Strength and Psionic Ability (368 & 736)
Extra Psionic Disciplines:
Invisibility—25th level
ESP—23rd level
Body Equilibrium—21st level
Expansion— 19th level
Mass Domination— 17th level
Teleportation—15th level



Edward Bond was a World War II pilot. Near the end of the war, while flying over the Sumatran jungle, he suddenly blacked out. He came to in the ruins of his plane with only slight injuries, but the beginning of a high fever and a raging illness. Friendly Bataks found and healed him. Before returning to civilization, he was warned by the local witch-doctor that something was searching for Edward Bond, something "From the Other World, the ghostlands," and advised him to hide and avoid all magic.

After the plane crash, Edward Bond began to have strange dreams, dreams about a sword, a golden window, and a group of figures standing around a fire, calling him. He was haunted by urgency, as if he had left some vital job unfinished. He was drawn to the study of magic only to find that he already had the knowledge buried in his subconscious mind.

A year and a half after the war ended, Edward Bond found one of his dreams coming true. He saw a wolf, a cowled figure, and a beautiful woman calling out from around a magical Need-fire. They were not calling his name, they were calling on Ganelon, yet something within him responded and Edward Bond was teleported into the Dark World, to the group around the fire.

The Dark World is a parallel world separated from Earth by a divergent probability. Far in the Dark Worlds past, Llyr evolved. Llyr was the first mutation with magical powers, whose birth split the two worlds. Llyr no longer resembles anything vaguely human; he had become an alien entity hidden behind his golden window, thinking thoughts no man could guess at The radiations from Llyr and the machines ¦ he ¦ built ¦ fostered ¦ further ¦ mutations ¦ with ¦ natural ¦ magical powers, even after he left the world for the shadowy place where he now exists.

The Coven, the council of magical mutants, ruled the Dark World for eons until extreme age coupled with a low birth rate decreased their number to five. The normal population rose in revolt and the Dark World became a battleground between the Coven and the rebels, who were forced into hiding in the forests.

Edward Bond and Ganelon are probability twins, the same person in divergent universes. They cannot occupy the same world at the same time. The rebels found this out and teleported Ganelon to Earth. Edward Bond took his place in the Dark World and rose to leadership of the rebel woodsmen. He was leading them to victory until the Coven managed to recall their leader, Ganelon.

Ganelon is sealed to Llyr. He leads the Coven because he is the only one capable of handling the Sword of Llyr, a crystal sword which can tap the power of Llyr from behind hi golden window.

The constant shifting of personalities between Edward Bond and Ganelon has resulted in an unstable situation. There is an equal chance that Edward Bond or Ganelon will be in the body they both share at any given time (check for possession every other turn or at DM's discretion).

If Edward Bond is in the body when first encountered, there is a 50% chance he will be carrying hi service automatic (8 shots per clip with 1-4 spare clips. Bullets do 1-10 pts. damage each, all 8 shots may be fired in a round) or 1-3 hand grenades (330 pts. damage each, no saving throw, area of effect the same as Fireball). If Ganelon is in the body, there is a 50% chance he will be carrying the Sword of Llyr, which doubles his psionic powers. If a change of personalities should occur, Edward Bond cannot handle the Sword of Llyr, and Ganelon does not know how to use the .45 automatic or hand grenades.

Whether he is encountered as Bond or Ganelon, he will attempt to persuade characters of a similar alignment to himself to join him and return with him to his plane to aid his cause, perhaps in return for aiding the character's purposes on this plane.

BIBLIOGRAPHY: *The Dark World* (out of print paperback, published by Ace Books) by Henry Kuttner.

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTlON & LITERATURE

**Lawrence Schick and Tom Mokdvay**

### INTRODUCTION

*The purpose of this article is to add on element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should haue an interesting time dealing with them.*

*These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D&D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.*

Note: *For the game purposes of these heroes: Dexterity 18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters. Constitution 18 (00) gives fighters +4.5 per hit die bonus.*

### Rafael Sabatini's CAPTAIN BLOOD

**17th level fighter, 10th level thief, 8th level cleric**
ALIGNMENT: Chaotic good
HIT POINTS: 89
ARMOR CLASS: 0
NO. OF ATTACKS: 2/1
DAMAGE/ATTACK: 1-8 ( + 5)
HIT BONUS: +4
MOVE: 9"
PSIONIC ABILITY: Nil
STRENGTH: 18 (51%)
INTELLIGENCE: 17
WISDOM: 15
DEXTERITY: 18 (00%)
CONSTITUTION: 16
CHARISMA: 17

Thieving Abilities:

| Pick Pockets: | Open Locks: | Locate/ Remove Traps: | Move Silently: | Hide in Shadows: | Hear Noise: | Climb Walls: |
|---|---|---|---|---|---|---|
| 95% | 87% | 75% | 93% | 78% | 30% | 99% |

Captain Blood cannot read the languages of the D&D universe.

Clerical Spells:

| 1st | 2nd | 3rd | 4th |
|---|---|---|---|
| Command | Detect Charm | Cure Blindness | Cure Serious Wounds |
| Bless | Know Alignment | Cure Disease | Neutralize Poison |
| Remove Fear | Slow Poison | Feign Death | |
| 2/ Cure Light Wounds | Hold Person | | |

Peter Blood was the son of an Irish medicus in the 17th century. Following in his father's footsteps, he achieved his Bachelor of Medicine from Trinity College, Dublin, at the age of 20. He showed little disposition to practice the peaceful art to which he was qualified, preferring a career with a sword to one with a scalpel.

Peter Blood wandered Europe as a mercenary, eventually finding service with the Dutch under the brilliant Admiral de Ruyter. After the Peace of Nimeguen, he once again served in a variety of armies and navies until, in 1685, he decided to settle down in England and return to his medical profession.

Unfortunately, he ministered to a patient who had taken part in the Monmouth Rebellion, and he was arrested along with his patient He was convicted of treason and his death sentence commuted to transportation and slavey in Barbados.

Peter Blood and several of his friends eventually escaped, capturing a Spanish ship of war. He was chosen captain and began a life as a privateer and buccaneer. Captain Blood became one of the most famed and feared captains of the Caribbean. His courage and daring, and his phenomenal luck, were legendary.

Peter Blood looks remarkably like Errol FIynn with long hair. He is one of the Black Irish, dark in coloring, with an occasional burst of temper, particularly when he feels an injustice has been done. He combines ruthlessness and common sense with magnanimity and a sense of fair play. He hates cowards, cheats, and bullies, and will often champion the underdog. When Peter Blood is mad, or in a sarcastic mood, he often reverts to a heavy Irish accent

Peter Blood carries a brace of flintlock pistols tucked into his belt Each pistol fires one shot with an effective range of 30 feet (3" in dungeons). A pistol ball does 1-20 points of damage. Each pistol takes 4 segments to reload. Peter Blood is dressed as a Spanish grandee of the 17th century, with long coat and vest, hip boots, and wide-brimmed hat sporting a peacock feather. He is an expert with both the rapier and knife belted at his side.

Peter Blood's luck is amazing. He is +2 extra to hit and damage, armor class, and all saves. He is a brilliant leader, particularly at sea. In sea battles, his apprenticeship under de Ruyter, coupled with his intuition, lead him to almost always make the correct decision, anticipating the enemy's moves beforehand.

One day in the 17th century, Captain Blood accidentally sailed through the Bermuda Triangle into the magical universe of D&D. When encountered, he may (50%) be accompanied by 1-20 members of his crew, each armed with pistol and cutlass. If there are more than 10 crew members, one will be 3rd-level and one 5th-level; the rest are all 1st-level fighters. Peter Blood is seeking to return to his own world, but he is not above a bit of adventure and loot in the meantime.

BIBLIOGRAPHY: *Captain Blood* (hardback, Larlin Corp.), *Captain Blood Returns* (paperback, Ballantine Books), *The Fortunes of Captain Blood* (paperback, Ballantine Books); all by Rafael Sabatini.

### H.P. Lovecraft's RICHARD UPTON PICKMAN (King of the Ghouls)

**9th level fighter with special magical ability**
ALIGNMENT: Chaotic neutral
HIT POINTS: 77
ARMOR CLASS: -3
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-8 (+4 or +1)
HIT BONUS: +4 or + 1
MOVE: 6"
PSIONIC ABILITY: Nil
STRENGTH: 14
INTELLIGENCE: 18 (00%)
WISDOM: 11
DEXTERITY: 17
CONSTITUTION: 15
CHARISMA: 15 (to humans, 19 to ghouls)

"Self -Portrait" circa 1929 Arkham Collection.

Richard Upton Pickman was a Boston painter who disappeared in 1927. His family was of old Salem stock, and one ancestor was hung as **a** witch in 1692. Pickman was a noted genius who specialized in painting the morbid and bizarre. His most famous painting was "Ghoul Feeding." Its disgusting realism was the main reason that the Boston Art Club and all respectable galleries shunned Pickman and his paintings, Richard Upton Pickman's paintings were realistic for a good reason—they were copied from photographs.

When Pickman grew weary of this world, he disappeared through one of the many tunnels the ghouls had dug under New England. Journeying deeper and deeper into the black, dank burrow, Pickman eventually crossed through the Gate of Deeper Slumber, into the Realm of Dream. He joined the ghouls in their lairs, slowly devolving into a ghoul himself, though he retains more human features and mannerisms than is normal among ghouls.

Perhaps the remnants of his humanity impressed the ghouls, or maybe it was his talent for leadership or his artistic genius. For whatever reason, Richard Upton Pickman first became a noted ghoulish advisor, when was chosen as king by one large band of ghouls. He is always accompanied by a bodyguard of 8 ghouls and 4 ghasts. He wears +3 plate armor (no shield) and carries a +1 sword which is +4versus ghoul enemies (most living creatures).

Pickman has acted as a civilizing and restraining influence on his ghoul band, hence the change from evil to neutral in alignment While somewhat temperamental, particularly when he regresses into his more ghoulish personality, Pickman is still impressed by Victorian and Edwardian manners. He may befriend a player character who acts like a "gentleman." Richard Upton Pickman will not take it kindly if members of his bodyguard are turned away. An evil Cleric can only befriend the ghouls if his charisma (toward ghouls) is greater than Pickman's.

Before his devolution grew too extreme, Richard Upton Pickman painted seven magical paintings which he carries with him in a backpack. Each painting is one foot square and has a save versus fire of 10. Player characters who gaze upon a painting are liable to suffer the magical effect of that painting. Only ghouls from Pickman's band are immune, having admired the paintings countless times. Pickman may display one painting per round, even if he is under attack. He may use a painting as a shield, flashing it in the eyes of an attacker while slashing with his own sword.

Richard Upton Pickman's paintings are:

1. "The Lesson" ("A circle of nameless dog-like things in a churchyard teach a small child how to feed like themselves.") Unless a save versus spells is made, the player character is changed into a ghoul.

2. "Ghoul Feeding" (description self-evident from title). Treat as a *Fear* spell.

3. "Subway Accident" ("A flock of vile ghouls and witches clamber up from some unknown catacomb"). Treat as a Confusion spell.

4. "Welcome to Innsmouth" (A smiling, ichthyic humanoid holds out a tentacle, as if to shake hands.) A devolution spell. If save versus polymorph is not made, roll % to determine degree of devolution. For a normal human, an approximate devolution scale would be 01-25 = half-(sea) orc, 26-50 = lizard man, 51-75 = troglodyte, 76-90 = sahuagin, 91-00 = lacedon (sea-ghoul). Modify at DM's discretion for character race. The DM may wish to give the character a second save (versus spells at -4 on die roll) to determine whether or not the character's personality is intact (i.e. whether or not he remains a player character). The character may be restored to normal by a *Remove Curse* spell cast by at least a 10th-level Cleric or an 11th-level Magic-User.

5. "The Silver Key" (a massive silver key engraved with cryptical arabesques).- Treat as a Maze spell with the victim cast into an astral realm. Roll for possible encounters (20 on 1d20) each round spent on the astral plane using the Astral Encounter Table (pg. 181, *Dungeon Masters Guide)*

6. "The Colour out of Space" (a stone well covered with graying iridescent fungus). Unless a save versus spells is made, the character will become covered with the fungus in the picture. Death will occur in 10 rounds unless a *Cure Disease* spell is cast upon the victim by at least a 10th-level Cleric.

**Thomas Burnett Swann's**
**SILVERBELLS**

**Forest Minotaur; 15th level ranger, 13th level paladin**
ALIGNMENT: Neutral good
HIT POINTS: 105
ARMOR CLASS: 1
NO. OF ATTACKS: 2/1
DAMAGE/ATTACK: 1-8 (+9)
HIT BONUS: +6
MOVE: 12"
STRENGTH: 18 (00%)
INTELLIGENCE: 13
WISDOM: 14
DEXTERITY: 18 (09%)
CONSTITUTION: 18 (71%)
CHARISMA: 17
PSIONIC ABILITY
Psionic Strength = 72.
Psionic Ability = 144.
Attack & Defense Modes= All
*Disciplines*
Animal Telepathy
ESP
Teleportation

Spells:

| Clerical | Druidical | Magical |
|---|---|---|
| Detect Magic | Animal Friendship | Spider Climb |
| Remove Fear | Locate Animals | Feather Fall |
| Speak with Animals | Barkskin | Knock |
| Know Alignment | Trip | Detect Evil |
| Continual Light | | |

The minotaur race originated on our world at a time when earth was still magical. As human civilization spread, and the areas of wilderness dwindled, minotaurs retreated further and further until they finally abandoned the earth for more magical realms. While they lived on Crete, wild minotaurs were hunted for games in the arena. Humans began to breed captured minotaurs and eventually evolved the breed of chaotic evil cave minotaurs found in the *Monster Manual.*

The original stock of minotaurs are neutral good. They are the guardians and protectors of forest animals and races, particularly dryads, satyrs, centaurs, naiads, panisci, and the miniature bears sacred to Artemis. The forest minotaurs hate harpies sphinxes, and lamias, and are feuding with the cave minotaurs. Forest minotaurs are friends with elves, dislike men (except druids), and are tolerant or neutral toward other races.

Silver Bells (so named because of the bells which adorn his horns) is a "paladin" of the forest folk. To cry "Silver Bells" is to evoke his aid. He will rush to help any forest animal or individual who calls upon him. Calling on Silver Bells is an instinct in non-intelligent animals, there is a 50% chance Silver Bells will recognize the plea. If Silver Bells is not physically near, there is still a 50% chance he will psionically hear the cry and teleport to the rescue (75% if psionic individual or animal calls for help).

Silver Bells is usually a reasonable, passivistic individual. He will not even attack humans, unless it is obvious they have recently harmed one of the forest folk. He prefers protective action to combat, but will fight ferociously to the death if necessary. He is reasonably cautious but somewhat naive and open to trickery.

Silver Bells was once captured and forced to fight in a Cretan arena. His reaction to human hunters, trappers, and gladiators is a hostile -2. He will attack sphinxes and harpies on sight. He wears a +2 ring of protection and fights with a +3 double-headed axe.

BIBLIOGRAPHY: *Cry Silver Bells* (paperback, DAW Books) by Thomas Burnett Swann.

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

*(Editor's preface: The "Giants in The Earth" article printed below is obviously not of the usual type. It is, instead, the authors' description of the rationale behind their system of tabulating extraordinary abilities for the GITE heroes.*

*The manuscript grew out of a letter to the editor submitted by Tom Moldvay to* The Dragon *shortly after the appearance of a letter concerning that subject. It has been amended by the authors to include much more explanatory material, and at the end is a list of possible future characters to depict in the GITE feature. Readers are invited to express preferences for any of these or any other famous heroes by writing to* The Dragon.)

**Lawrence Schick and Tom Moldvay**

To answer Craig Stenseth's question concerning Giants in the Earth from *The Dragon* #30, exceptional percentages for 18's, for all other abilities than strength, are given mainly for comparison purposes. They are not standard *D&D* or *AD&D.* They might, however, be useful to DMs who run a local *D&D* variant which differentiates between levels of 18 for all abilities.

As far as writing up the characters from Tolkien's Ring Trilogy, we would love to try our hand at them. Unfortunately, the Tolkien estate is known to be fanatically paranoid about the slightest possible infringement of rights (whether real or imagined). We were also unwilling to attempt them because 90% of the Tolkien fans would be unhappy with the results, regardless of what they were. In the end, we decided it was simply too much hassle to write up Tolkien characters.

We are, however, willing to attempt any specific characters which *The Dragon* readers would like done, provided we can find the manuscript the characters appear in, and as long as the author or author's estate is willing.

We would also like to clarify some problems raised by comments in the Sorcerer's Scroll in *The Dragon* #30. Concerning Cugel's wisdom rating, we wrote Cugel's statistics before the publication of the *Dungeon Masters Guide.* At the time, we weren't entirely sure what "wisdom" implied. The word has several possible meanings. We decided to take wisdom to mean inspiration, i.e. that force in each individual which responds to the "god within," and which serves to funnel godly power through a cleric. We considered that wisdom, as defined as common sense, had little to do with clerical abilities. We felt that Cugel was above average in inspiration, but abysmally lacking in common sense.

As defined in the *Dungeon Masters Guide,* wisdom "subsumes the categories of willpower, judgment, wile, enlightenment, and intuitiveness." With the above definition in mind, we would recommend lowering Cugel's wisdom rating to 8.

The second point raised in the Sorcerer's Scroll is more difficult to answer. Exactly how powerful is a heroic, legendary character? Some mythological heroes rank as demi-gods (Heracles, Gilgamesh, and Gwydion, for example). In particular, Gary Gygax felt that Kane was too powerful and advocated a reduction in levels.

A case could be argued that we made Kane too weak. Kane has lived for several thousands of years. It would not be unreasonable to assign him 50 times the experience a character would acquire in a normal lifetime. Such experience could run to 100 million experience points or more. Kane, as described in the article, need have acquired only 12 million experience points in *AD&D* or 5 million experience points in *AD&D.* If we carried out his experience to the admittedly absurd logical conclusion, Kane would indeed be unbeatable.

Experience points aside, a heroic character must fit into the play balance. Few things are more frustrating to players than an encounter where the "monster" cannot be defeated, avoided, tricked, or in some way placated when hostile. In our character descriptions, we usually try to give possible "outs" to the party if brute force is inadvisable. We also believe that any DM is qualified to modify the heroes to fit his particular campaign, using the guidelines in our character descriptions.

The heart of the problem of play balance and heroic "toughness" is the difference between the *AD&D* and *D&D* experience tables. A character who has earned enough experience points to rank as a 30th-level Magic-User in *D&D* would, with the same amount of experience points, rank as only a 15th-level Magic-User in *AD&D.* The other professional experience tables show similar discrepancies. In effect, the modified experience tables insure fewer high-level characters in *AD&D* than in *D&D,* with such characters being generally lower in level than their *D&D* counterparts.

When Gary Gygax warns readers about the generally overly high rating of the heroes in Giants in the Earth, he is (we believe) speaking from a strict *AD&D* viewpoint. We would certainly agree that any DM running an *AD&D* high-level campaign should use the heroes in the series with caution, and lower the experience levels if the DM judges the dungeon party too weak to encounter the hero as printed.

The origin of Giants in the Earth goes back to a series of high-level adventures run in the Kent-Akron (Ohio) area before any of the *AD&D* books were on the market. We needed to fill a gap between the tougher monsters and the gods. Most of the players were raised on fantasy and science fiction, so heroes from literature seemed an ideal answer. At that time, of necessity, all player characters used the *D&D* experience tables. It was not unusual for a player character to be 20th level or higher.

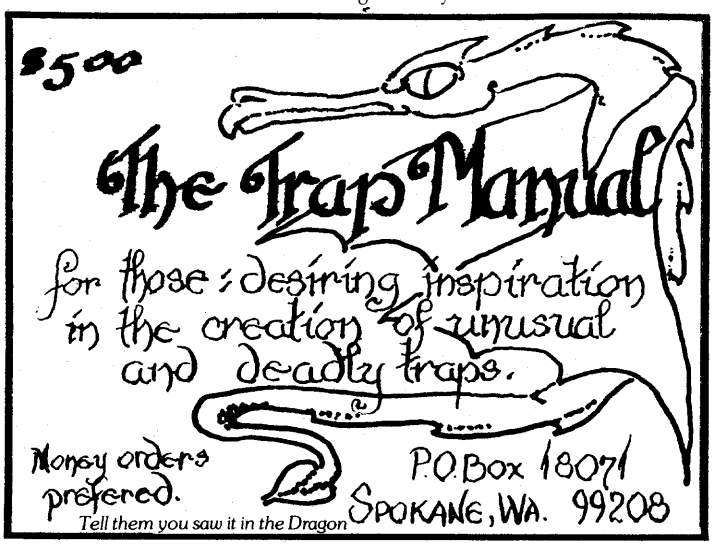
The ten heroes we first submitted to The Dragon drew heavily on our experience from high-level *D&D* campaigns. These heroes have set the standard for the continuing series, since we prefer the heroes to be compatible with one another.

We usually try to compromise between *D&D* and *AD&D,* and hopefully we reach a median useful to all players. Still, a DM is advised to use discretion before including heroes from literature in any particular campaign. Furthermore, DMs should feel free to make any and all changes they feel necessary to fit heroes into their distinctive campaign, or to bring the heroes closer to the DM's opinion of any character gained from reading the literature.

As an aid to DMs, we have included the following table as a guideline to the different degrees of "high-level" in both *D&D* and *AD&D.* Again, we caution that the table reflects only our opinion, and is not "official" for either *D&D* or *AD&D.*

| AD&D Level | D&D Level | Approximate Guideline |
|---|---|---|
| 21+ | 40+ | Equivalent to demi-god status, usually |

| | | |
|---|---|---|
| | | only for a character with a magically extended life, often one who deals intimately with the gods. |
| 17-20 | 30-39 | The maximum an exceptional character would usually obtain in a single lifetime. |
| 13-16 | 20-29 | Average for a character of heroic proportions. |
| 9-12 | 10-19 | The normal minimum for any hero. The range usually referred to as "mid-level." |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|---|---|---|
| 1-4 | 1-4 | Cannon fodder in most high-level campaigns. The range usually referred to as "low-level. " |

**Possible Suggestions for Future *Giants in the Earth***

D'Artagnan & The Three Muskateers (Alexandre Dumas)
Jirel of Joiry (C. L. Moore)
Kickaha & Anana (Philip Jose Farmer)
Modesty Blaise & Willie Garvin (Peter O'Donnell)
Kardios (Manly Wade Wellman)
Vazkor (Tanith Lee)
Oscar Gordon (Robert A. Heinlein)
Jorian (L. Sprague de Camp)
Ryre (J. Ramsey Campbell)
Taran (Lloyd Alexander)
Lessingham (E.R. Eddison)
Vanye and Morgaine (C.J.Cheryh)
Corum, etc. (Michael Moorcock)
Valeria, etc. (Robert E. Howard)
Elak (Henry Kuttner)
Skafloc (Poul Anderson)
Prince Valiant (Hal Foster)
Tiger (Ron L. Hubbard)
Sir Geros Lahvoheetos (Robert Adams)
Dracula (Bram Stoker)
Abdul Alhazred (H.P. Lovecraft)
Prospero (John Bellairs)

The above list is in no way exhaustive, representing suggestions "off the top of our heads." A little research (such as sitting down and taking a close look at our paperback libraries) would undoubtedly reveal dozens of more possibilities.

# Sorcerer's Scroll

*(From page 11)*

Heavy Cavalry: 50 (Guards)
Medium Cavalry: 100 (Elite)
Light Cavalry: 50 (Regulars)
Medium Horse Archers: 100 (Regulars)
Armored Infantry: 50 (Guards)
Heavy Infantry: 100 (Regulars)
Light Infantry: 100 (Levied)
Heavy Archers: 50 (Regulars)
Light Archers: 50 (Levied)

Tenser is accompanied by a high-level cleric and various other figures of relatively high level, some reported to be demi-human. Some say that the ranger, Otis, is with him. The force is Good in alignment, but its exact disposition is unknown. It is suspected that troops from the surrounding area will join with Tenser in time of need.

*The Unnamed* (Known as "Erac's Cousin"; MU of at least 16th level): This very malign individual was once a servant of Good, but in being captured by a demon and subsequently escaping, he bitterly turned from his former deity for failing him in need, and he now serves Hell with will and enthusiasm. "Erac's Cousin" is seldom seen without a red-eyed rat upon his shoulder. It is also stated that this mage is able to wield a sword with great proficiency (6th level fighting ability!). Reputed forces are:

Medium Cavalry: 50 (Guards)
Light Cavalry: 50 (Regulars)
Light Horse Archers: 50 (Regulars)
Heavy Infantry: 100 (Regulars)
Heavy Archers: 100 (Regulars)
Pole Armed Infantry: 100 (Regulars)

Whether or not any of the troops serving "Erac's Cousin" are humanoid is open to debate. Certainly, humanoid levies will join his forces in some strength if they are called.

*General Note:* These personalities will seldom take the field on one side or another, for they fear to begin a process of escalation which will draw other powerful figures into the contest opposite them, thus risking a final confrontation.

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| **PacifiCon** | **August 29-September 1** | **San Mateo, CA** |

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# GIANTS IN THE EARTH
## CLASSIC HEROES FROM FICTION & LITERATURE

**Tom Moldvay**

**BODVAR BJARKI**
**16th level Fighter**
ALIGNMENT: *Chaotic Good*
HIT POINTS: *107*
ARMOR CLASS: *0*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *1-8 (+6)*
SPECIAL ATTACK: *See below*
HIT BONUS: *+5*
MOVE: *8"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/62*
INTELLIGENCE: *13*
WISDOM: *11*
DEXTERITY: *16*
CONSTITUTION: *18/37*
CHARISMA: *11*

Hring was king over the Uplands of Norway. Only one of his sons, Bjorn, lived past childhood. So as not to risk a Thor-descended royal house, the people urged King Hring to re-marry when his wife died.

Hring sent men south to find him a worthy wife. The ships were blown north along the coast during a gale which lasted several days. When they finally landed, they received the hospitality of Ingebjorg, a queen of the Finns, and her daughter Hvit. It was deemed politic to marry Hring to Hvit so she returned with the expedition to the Uplands.

Queen Hvit fell in love with her new stepson, who was much closer to her own age than the old man, Hring. When Bjorn spurned her, she cursed him, giving him the form of a bear by day, and that of a man only at night (Finns are notorious witches and magicians). Bjorn's childhood sweetheart, Bera, chanced upon Bjorn one night and learned the truth.

Each night, Bera comforted Bjorn. In the meantime, Hvit worked on Hring, finally persuading him to slay the bear which was ravaging the countryside (as she put it). Bjorn saw his death in a dream and advised Bera to ask King Hring for whatever lay under the shoulders of the bear-kill.

After the hunt, when Hring and his huntsmen slew the bear, not realizing it was Bjorn, Hring granted Bera's wish. She drew forth a golden ring, the symbol of Bjom's royal lineage, which she hid.

Bera gave birth to triplets, Bjom's sons, whom he had asked her to name Frodhi, Thori, and Bjarki. From the navel down, Frodhi was an elk. Thori had the feet of a dog. Only Bjarki appeared normal.

When Elk-Frodhi became twelve, he was a restless youth, as broad and strong as any full grown man. He left home to become a robber, first going to Bjom's old cave where a rune-locked bronze box opened for him. Inside lay suits of mail, fine clothes, gold, and jewelry. Frodhi took his share of his inheritance, then proceeded to the back of the cave, where three weapons were embedded in the wall. Of the three, a longsword, a war axe, and a curved short sword, Frodhi could only draw out the short sword.

Three years later Thori Hounds-foot left home. He took his share of the treasure and pulled out the war axe. Frodhi advised Thori to travel to Gotaland, to the shores of Lake Vener, where underkings were chosen according to a strange custom. At their Thing, the West Goths placed a large chair in the center of a clearing. Any man who fit the chair without room to spare became the new underking. In this way they got either a warlike giant to lead them to victory, or a man too fat to start a war.

Thori Hound's-foot became a king of the Goths, living a long life and becoming a famous ruler.

Three more years passed before Bjarki became restless. His mother now told him the story of his father's death. with Bjorn's golden ring as proof of the tale, Bjarki confronted King Hring with the truth and killed Queen Hvit. Later, Bjarki entered the cave to gather up his share of the treasure and pull the longsword out of the wall. The longsword was the work of Hild, the Valkyrie. Its name is Lovi and it is a +3 blade, +6 against Magic-Users and magic-using creatures.

Hring soon died and Bjarki became King. After three years, the wanderlust overcame Bjarki, as it had his brothers before him. He travelled to the court of King Hrolf of Denmark, known as Hrolf Kraaki. There he joined the king's bodyguard of champions, becoming the greatest champion of them all. He sat at Hrolf's right hand and was made marshal over Hrolf's warriors, gaining the name Bodvar Bjarki (Battle Bjarki).

Bjarki is a huge man with slightly bearish features (shaggy red hair, snout-like nose, and rounded ears). He wears Chain Mail +1, and carries a Shield + 1. In battle he wields the sword Lovi. As a residue of the curse put upon his father, there is a 25% chance Bjarki will turn into a werebear in the midst of a battle. As a werebear, Bjarki has the maximum number of hit points (59) and all normal werebear powers. He will not willingly change, and each round as a bear, there is a 25% chance he will be able to change back into a man. If Bjarki changes back to a man, his magical armor will be intact. Damage taken while as a man carries over to bear form and vice versa at a 2/1 ratio (man/bear).

Bjarki despises all Magic-Users and magic-using creatures since, in his experience, magic only causes harm. In particular, he hates female Magic-Users, the cause of all his family's woe. It had been prophesied that a female Magic-User will be his death-bane. Bjarki's reaction (on two six-sided dice) is -1 against any Magic-User, and -2 against female Magic-Users. He carries an Iron Horn of Valhalla which will summon warriors from Hrolf Kraaki's court, but, like Roland. he will use the horn only in the direst straits, and may well decide to use it too late to save his life.

SOURCES: *Hrolf Kraaki's Saga,* synthesized from diverse sources and translated by Poul Anderson (paperback, Ballantine Books, Adult Fantasy Series).

**EGIL SKALLAGRIMSON**
**14th level Fighter**
**Eli Magic-User**
ALIGNMENT: *Chaotic Neutral*
HIT POINTS: *83*
ARMOR CLASS: *2*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK *1-8(+5)*
SPECIAL ATTACK: *See below*
HIT BONUS: *+3*
MOVE: *8"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/79*
INTELLIGENCE: *17*
WISDOM: *11*
DEXTERITY: *13*
CONSTITUTION: *-1 18/05*
CHARISMA: *9*

There was a man Ulf Bjalfason. His mother was Hallbera, daughter of Ulf Uarge (Ulf the Fearless), and the sister of Hallbjom Sea-Troll. Ulf Bjalfason married Salbjorg, Kari's daughter. They had two sons, named Thorolf and Grim.

Ulf Bjalfason was a hard worker, a skilled craftsman, and an expert

advisor. Unfortunately, as evening approached, he always grew so ill-tempered that no one could speak to him. He often disappeared at night. People began calling him Kveld-Ulf (Evening Wolf) and believed that he was a werewolf shapechanger.

About this time, Halfdan the Black's son, Harald, became King of East Oslofjord. He swore an oath never to cut his hair until all Norway was under his rule. For this reason he was known as Harald the Shaggy or Harald Fairhair. When Harald's messengers reached Fjord Province, demanding fealty to the new King of Norway, Kveldulf defied the king personally, but compromised by sending his son Thorolf to serve Harald Fairhair.

Thorolf served the king well, being awarded the trading rights to Finnmark. Trade included "tax-gathering," a legal form of plunder to be split with the king. Thorolf was so successful that he incurred the jealousy of the Hildiridarsons, a powerful family allied to King Harald.

The Hildiridarsons began to spread slander about Thorold which the king eventually believed. Harald Fairhair surrounded Thorolf's stead with his men, burnt the meadhall, and killed Thorolf when he tried to break out of the burning building. Kveldulf and Grim took their revenge by killing Sigurd and Ragnar, the son of Guttorm, King Harald's uncle and foster father. After that deed, they had little choice but to flee to Iceland with all their goods and families.

By the time Grim was in his twenties, he was already bald, thus gaining the name Skallagrim (Bald-Grim). Skallagrim was a great blacksmith who, in battle, often lost control, fighting as a berserker.

Skallagrim and his wife Bera had two sons, Thorolf and Egil. Egil grew to be nearly seven feet tall, muscular, black-haired, and ugly as his father. When Egil was only six, he killed a boy nearly twice his age. At age twelve, Egil was nearly killed by his father, who was in a berserk rage over one of Egil's deeds.

Thorold Skallagrimson, on a trading expedition in Norway, chanced upon Eirik, son of Harald Fairhair. The two men exchanged gifts in an attempt to end the blood feud between the two families. Eirik eventually came into the kingship of Norway. By this time he had earned the name Eirik Bloodaxe.

Thorolf and Egil journeyed to Norway to see King Eirik. One night they stopped at Atley Island, one of the king's estates, run by a man named Bard. Contrary to the unwritten laws of hospitality, Bard put them up in an outbuilding and served them stale food with sour curds to drink, saying he wished he could serve them better but the good food and ale was all gone.

That same evening, King Eirik arrived. Bard threw a banquet in the Main Hall, serving the good food and ale he had been too cheap to serve Egil and Thorolf. Egil joined the banquet. Though only 17, he was an accomplished poet. He drank a toast each time he drained a horn of ale. Each toast was an impromptu poem satirizing Bard's hospitality. Egil's thirst seemed endless. Eventually, to silence him, Bard slipped poison into Egil's drinking horn (with the permission of Eirik's queen, Gunnhild). Egil stabbed his own palm and carved bloody runes on the horn— which burst asunder, spewing poisoned ale all over the straw-covered floor.

Egil stormed out of the hall. When Bard followed, Egil drew his sword and slew the man. King Eirik raged against Egil, but eventually accepted a payment of weregild in compensation for Bard's death, providing Egil left the country and did not return.

Egil and Thorolf now roved through the Baltic as Vikings, taking much plunder.

One year, Egil wintered in Norway with friends, King Eirik heard of this only after the fact. Later that same year, Queen Gunnhild's brother, Eyvind Shabby, laid a trap for Egil off the coast of Jutland. Egil learned of the trap and turned the tables on Eyvind, killing him and all his crew. The blood feud between the Yngling kings of Norway and the Ulfsons was back in full force.

Egil is not only contemptuous of Eirik's power, but of authority in general, and kings in particular. He looks out only for himself. While Egil is not actively evil, his quick temper usually spoils any good actions he may make. Egil is proud of his prowess as a poet, particularly as an impromptu poet. He may well challenge the party to a poetry match. Egil expects lavish hospitality and will act sarcastically when in the company of individuals whom he considers cheap, cowardly, or overbearingly authoritative. He is not averse to using his magic to gain his own ends.

In a normal battle, there is a 50% chance that Egil will tear off his armor and throw away his shield to fight as a berserker. Each berserk hit does double damage, while his armor class drops to 8 (his leather gambeson). If he is insulted, particularly if his poetry is involved, Egil's chances to go berserk rise to 90%. While in a berserk fury, there is only 25% chance that Egil will be thinking clearly enough to use his magic.

Egil wears Chain Mail +1, with a wooden Shield +1. He fights with a Sword + 1. He carries a *Periapt of Proof Against Poison* +4.

**SPELLS**

1st
Burning Hands (Ken: Torch)*
Charm Person (Ogal: Possession)
Light (Ken: Torch)
Read Magic (Ansur: God)
Magic Missile (Tyr: War)

2nd
Feign Death (Yr: Death)
Fireball (Sygil: Sun)
Water Breathing (Lagu: Water)
Suggestion (Nied: Necessity)
Fire Arrow (Ken: Torch)

5th
Airy Water (Lagu: Water)
Animal Growth (Eoh: Horse)
Cloudkill (Yr: Death)
Cone of Cold (Is: Ice)

7th
Charm Plants Ogal: Possession)

2nd
Strength (Thurs: Giant)
Locate Object (Geofu: Gift)
Continual Light (Ken: Torch)
Darkness 15' R (Sygil: Sun)
Knock (Nied: Necessity)

4th
Charm Monster (Ogal: Possession)
Ice Storm (Hagall: Hail)
Fear (Tyr: War)
Plant Growth (Biarkan: Birch)

6th
Control Weather (Dag: Day)
**Tenser's Transformation (Tyr: War)

* In parentheses is the name of the Norse rune which powers the spell and an approximate English translation of the runic name. The runes are illustrated in the accompanying chart. For those who seek additional authenticity in the game, carving the rune of wood or drawing it on parchment should be considered an alternative or additional somatic (S) component of the spell. Runes may be already carried or carven on the spot.

**DM's note: this spell should be used guardedly in conjunction with Egil's berserk Fury rule, as together they may make Egil too powerful for the party. Though this spell does fit Egil's personality, an alternative spell such as *Death* (Yr: Death) or *Reincarnation* (Rad: Wheel), may be substituted, or the DM may disallow *Tenser's Transformation* and simultaneous berserking.

SOURCE: Egil's Saga, translated by Hermann Palsson and Paul Edwards (paperback, Penguin Books).

## Norse Runes

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

**Tom Moldvay**

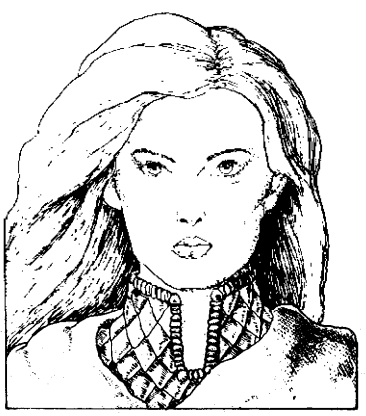
### INTRODUCTION

*The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.*

*These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D&D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D&D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in Iine with the game and to enhance playability.*

### C. L. Moore's JIREL OF JOIRY

**14th level Fighter**
ALIGNMENT: ***Neutral Good***
HIT POINTS: ***92***
ARMOR CLASS: ***1***
NO. OF ATTACKS: ***2***
DAMAGE/ATTACK: ***1-10 (+3)***
HIT BONUS: ***+ 1***
MOVE: ***9"***
PSIONIC ABILITY: ***114***
PSIONIC ATTACKS: ***B, D***
PSIONIC DEFENSES: ***F, I, J***
STRENGTH: ***18/49***
INTELLIGENCE: ***15***
WISDOM: ***11***
DEXTERITY: ***15***
CONSTITUTION: ***17***
CHARISMA: ***16***



Jirel stands nearly six feet tall and is well-muscled. Jirel is a beautiful woman, though her beauty has a biting, sword-edge quality about it. She has long, tousled red hair and wild, lion-yellow eyes. Jirel has a fiery temper and a savage pride which erupts under adversity. She often wins in the end simply because she refuses to be beaten.

Jirel is the Lady of Joiry, a baronial-sized holding and castle in a parallel-world version of medieval France. She has all the trouble she can handle maintaining Joiry against the bandits, rival lords, evil sorcerers, and enchanted monsters which abound in her world. At least once in Jirel's lifetime, Joiry has been taken by enemies, though Jirel managed to win back her land and castle. Much of Jirel's time is spent in the field, conducting sieges or being besieged. She has become an excellent field commander, more often than not leading her outnumbered troops to victory.

Jirel fights in medieval plate mail complete with a great helm. She prefers to use a two-handed great sword, though her shield will be slung across her back ready for use if necessary, and a long sword and dagger are belted at her side. Jirel has the minor psionic disciplines of Sensitivity to Psychic Impressions (14th level), Detection of Good or Evil (12th level), and Detection of Magic (10th level). She has the major psionic discipline of Probability Travel (8th level).

Jirel does not kill wantonly, nor does she enjoy battle for battle's sake. She fights because she must, but when battle is joined, any moral qualms are forgotten and victory becomes all-important. In defense of Joiry, or for the safety of her troops, Jirel has several times ventured successfully into strange "hells" (which is what she terms other dimensions), and her presence in any *D&D* campaign would not be surprising.

When encountered, there is a 50% chance that Jirel will be accompanied by the chaplain of Joiry, Father Gervaise, a 6th level cleric.

BIBLIOGRAPHY: *Jirel of Joiry* (paperback, out of print), "Black God's Kiss" in *The Best of C. L. Moore* (paperback, Ballantine Books) by C. L. Moore.

### H. Rider Haggard's AYESHA

**27th level Cleric**
**9th level Fighter**
ALIGNMENT: *Lawful neutral*
HIT POINTS: *122*
ARMOR CLASS: *-4*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+6)*
HIT BONUS: *+3*
MOVE: *15"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/00*
INTELLIGENCE: *17*
WISDOM: *16 (19)*
DEXTERITY: *15*
CONSTITUTION: *19*
CHARISMA: *19*

Ayesha was the daughter and heiress of Yarab, sheikh of Ozal in Yemen. Such was her great beauty that men believed her to be the child of Isis and gave her the title Daughter of Wisdom. The pharaoh Nectenebo sent an army to capture her. In the course of the battle, Yarab was slain. Ayesha took command of the army and led it to victory. For several years she ruled Ozal, until the sheikhs of Yemen banded together and demanded that she choose one of them as husband. Ayesha refused, and since her people were too frightened of the numbers against them to follow Ayesha into battle, she fled into exile.

Ayesha was instrumental in the downfall of Sidon, whose ships had carried the army that slew Yarab, and the defeat and death of pharaoh Nectenebo. The victor, the Persian King of Kings, turned out to be no better. He blasphemed against Isis, so Ayesha plotted his poisoning, making use of the Persian court physician.

Ayesha was ambitious. She sought out the Fire of Life and bathed in its flames so that she too could become like a goddess. Isis punished Ayesha's presumption. She was doomed to fall in love with Kallikrates, a Greek soldier who had abandoned his trade to

become a priest of Isis. Ayesha turned the full force of her charisma on Kallikrates in order to persuade him to also bathe in the Fire of Life. At the last minute Kallikrates, as Isis knew he would, rejected Ayesha in favor of his wife and a normal life. With a curse, Ayesha slew him. When her anger cooled, Ayesha found that she was still ensnared by the memory of Kallikrates.

With a handful of faithful followers, Ayesha crossed the desert to the distant mountains where the Egyptian exiles built the city of Kor. Since Kor exists on no earthly maps, it is likely that Ayesha accidentally stumbled into a parallel world, similar in many respects to Earth. In Kor, Ayesha is known as "She Who Must Be Obeyed." She rules the descendants of her original following with an iron hand. Such is the awe and fear with which they hold Ayesha, that the citizens of Kor cannot even imagine a revolt against her.

Ayesha is doomed to eternal life, watching generation after generation live and die in Kor, where she must remain waiting through the centuries until a reincarnation of Kallikrates comes to free her from the curse of Isis. Ayesha will never fight if she can charm someone else into fighting for her. But she has not forgotten her fighting skills and can wield a blade if need be. Ayesha does not wear armor; her -4 armor class comes from bathing in the Flame of Life.

Ayesha's great strength and god-like constitution are a result of the Flames of Life. Her 19 charisma reflects centuries of communion with Isis. Ayesha's base wisdom is 19, but she so often uses poor judgement when angry, that her functional wisdom score is only 16. Ayesha can use healing spells, but is forbidden to use *Raise Dead* spells in any form as part of the curse of Isis.

Ayesha has long since admitted the justice of the curse and has been otherwise reconciled with Isis. Ayesha can use any clerical spell of levels 1-4 (DM's choice of spells). The higher level spells granted to her by Isis are.

| **5th level spells** | **6th level spells** | **7th level spells** |
|---|---|---|
| *Commune (2)* | *Blade Barrier (2)* | *Control Weather* |
| *Cure Critical Wounds* | *Find the Path* | *Earthquake* |
| *Flame Strike (2)* | *Heal (2)* | *Holy Word (2)* |
| *Plane Shift* | *Part Water* | *Symbol* |
| *Quest* | *Speak with Monsters* | |
| *True Seeing* | *Stone Tell* | |
| | *Word of Recall* | |

BIBLIOGRAPHY: *Wisdom's Daughter, She and Allen, She, Ayesha: the Return of She* (paperbacks, Ballantine Books), all by H. Rider Haggard.

**Robert E. Howard's**
**VALERIA**

**17th level Fighter**
**8th level Thief**
ALIGNMENT: *Chaotic neutral*
HIT POINTS: *78*
ARMOR CLASS: *4*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8 (+3)*
HIT BONUS: *+ 1*
MOVE: *18"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/17*
INTELLIGENCE: *16*
WISDOM: *9*
DEXTERITY: *18*
CONSTITUTION: *15*
CHARISMA: *17*

Valeria is tall, full-bosomed, and large-limbed, with compact shoulders. Her bearing reflects unusual strength without detracting from her femininity. She usually wears wide-legged silk breeches, either ending just above the knee or tucked into knee-length, soft leather boots. Instead of a belt, she uses a brightly colored silken sash. A low-necked, wide-collared, wide-sleeved shirt completes her costume. Slung from one hip is a straight, double-edged sword (a transitional rapier); a long dirk hangs from the other hip. In times of battle, Valeria sometimes dons leather armor which gives some added protection without seriously hampering her swimming ability.

Valeria was a captain among the Zingaran buccaneers, where she was known as Valeria of the Red Brotherhood (an odd title considering her sex, but female fighters are rare in Zingara and the country's titles are traditionally male-oriented). As with many buccaneers, Valeria's fortune often suffers dramatic reversal. When her ship was sunk and most hands drowned, Valeria was forced to serve under another captain, Red Ortho. He made the mistake of trying to force Valeria to become his mistress. She knocked him unconscious and dived overboard to escape possible charges of mutiny.

Valeria journeyed inland and eventually joined the Free Companions, a band of mercenaries serving in the border city of Sukhmet in Stygia. Unfortunately, events repeated themselves. A Stygian officer with high court connections forcibly turned his unwanted attentions in the direction of Valeria's golden-haired beauty. Valeria slipped her dirk into his heart and fled south toward the Black Kingdoms.

Valeria was joined by Conan the Cimmerian, who had been a rival captain and had also fallen on lean times. Together, they fought their way through various jungle hazards and sold their swords for a small, but deadly war in the lost city of Xuchotl. Eventually, they worked their way to the coast. Conan decided to try his luck as a soldier of fortune in the Black Kingdoms and Valeria chanced her luck back at sea.

Valeria does not appreciate typical chauvinistic behavior or being given orders by anyone, male or female. She is likely to try to impale a character who acts domineering on the point of her sword. When Valeria is encountered, there is a 1/3 chance she will be leading her crew of Zingarans (treat as in *AD&D*, Buccaneers), a 1/3 chance she will be with Conan (as at age 30 as detailed in the Sorcerer's Scroll by E. Gary Gygax in *The Dragon #36)*, and a 1/3 chance she will be alone.

BIBLIOGRAPHY: "Red Nails" in *Conan the Warrior* (paperback, Ace Books) or in *Red Nails* (paperback, Berkeley Books). by Robert E. Howard.

*Tell them you saw it in The Dragon*

# GIANTS IN THE EARTH

**SIGURD FAFNIRSBANE**
**20th level Fighter, 12th level Magic-User, 8th-level Cleric**

ALIGNMENT: *Lawful Good*
HIT POINTS: *102*
ARMOR CLASS: *-1*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *1-8 (+8)*
HIT BONUS: *+5*
MOVE: *7"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/92*
INTELLIGENCE: *17*
WISDOM: *17*
DEXTERITY: *17*
CONSTITUTION: *18/21*
CHARISMA: *15*

Odin's grandson Rerir, King of Hunaland, deeply grieved because he and his wife were childless. Frigg and Odin heard the prayers of the childless couple and sent them an apple which hastened fertility. Rerir's wife conceived, but she carried the unborn child for six years, during which time Rerir died. She finally had to have the child cut from her side, dying while giving birth to a six year old boy.

Rerir's son was named Volsung. He married Ljod, the Valkyrie who brought Rerir the apple. They had a daughter, Signy, and ten sons, the eldest of whom was Sigmund.

King Volsung's great hall was held up by a live tree, called the Stem of the Children. During the marriage festival celebrating King Siggeir of Gautland's betrothal to Signy, an old, one-eyed man with a broad slouch hat on his head came into the hall and thrust a sword into the Stem of the Children. He announced that whoever could pull the sword out of the tree could have it. Needless to say, the old man was Odin in disguise.

Sigmund was the only one who could pull out the sword. King Siggeir offered three times its weight in gold, but Sigmund would not sell. King Siggeir plotted his revenge. He betrayed the ten brothers with fair words and promises, killing all save Sigmund, who escaped with Signy's help. Sigmund eventually avenged the murder of his brothers by burning Seggeir alive inside the king's mead hall.

Sigmund returned to take up the kingship of Hunaland. He eventually married Hjordis, daughter of King Eylimi. Another of Hjordis's suitors, King Lyngvi, contested the marriage by raising an army and marching against Sigmund. Sigmund slew warrior after warrior, and was about to rout the opposing army singlehandedly when he was challenged by an old one-eyed man with a broad brimmed hat, blue cloak, and spear. Sigmund's sword broke in two against the spear, and Odin fatally wounded Sigmund.

Hjordis escaped to Denmark, taking Sigmund's broken sword with her. She gave birth to a son, Sigurd, who inherited the good looks, bodily prowess, and warlike temperament of the Volsungs. Sigurd's foster father was Regin, the smith.

Regin was skilled in all manner of rune-magic, but he was no match for his brother Fafnir. Regin and Fafnir once had a third brother, Oter, who had been killed by Loki. As weregild, Loki paid the family with a great treasure of gold which he had forced out of the dwarf Andavari. Andavari cursed this gold, in particular one golden ring, so that the hoard always serves as a focus of division between those individuals normally close.

Fafnir killed his father for the gold. To better guard it, he turned himself into a dragon with his runic magic (possibly a Golden Dragon turned Lawful Evil through greed).

Regin persuaded Sigurd to recover the gold when Sigurd came of age. Regin re-forged Sigmund's broken sword, which Sigurd named Gram. Sigurd tracked Fafnir to his lair on Gnita Heath, killing the dragon while Regin cowered in terror. As he was dying, Fafnir asked Sigurd's name. With typical Volsung pride, Sigurd told Fafnir his name, thus allowing Fafnir to magically transfer the gold's curse to its new owner.

Regin requested the right to drink Fafnir's blood and eat the dragon's heart. Sigurd set about roasting the heart for his foster father. By accident, some of Fafnir's heart's blood stuck to Sigurd's finger. When he licked it off, he gained the power to speak with animals. A flock of nearby birds warned Sigurd that Regin was planning to betray and kill Sigurd at the earliest possible, but safe, moment. Sigurd therefore slew Regin in self-defense and ate Fafnir's heart himself. Thereafter he was known as Sigurd Fafnirsbane.

Animals also informed Sigurd of the location of a sleeping Valkyrie. He found the woman in a cave on Mount Hinderfjall in Frankland. The Valkyrie Sigrdrifa had vowed to wed no man until a warrior who was without fear awakened her. She and Sigurd were well matched.

Sigrdrifa added her runic wisdom to that which was taught to Sigurd by Regin. In particular she taught him "Victory-runes, ale-runes, book-runes, birth-runes, wave-runes, branch-runes, speech-runes, and thought-runes."

Sigurd looks like an archetypal Norse hero with a tall, muscular body and long blond hair and beard. From Fafnir's hoard, he wears a golden byrnie (treat as Chain Mail +2), a terror-helmet (treat as a Wand of Fear), and a ring which protects him from all fires, magical or otherwise. The latter ring also carries Andavari's curse. It is such a tempting prize that, unless a save versus magic is made, anyone who sees it will desire it and take advantage of any opportunity to possess it. Sigurd also carries Gram, a +3 sword, which is +6 versus Dragons, and does triple damage against lawful-evil Golden Dragons (admittedly a rare species).

While Sigurd knows many spells, he prefers to act as a Fighter, falling back on spells only if martial prowess seems unlikely to succeed.

**MAGIC-USER SPELLS**

1st
Charm Person (Ogal: Possession)*
Comprehend Languages (Man: Mankind)
Magic Missile (Tyr: War)
Read Magic (Ansur: God)

2nd
Strength (Thurs: Giant)
Locate Object (Geofu: Gift)
Continual Light (Ken: Torch)
ESP (Ansur: God)

3rd
Feign Death (Yr: Death)
Fireball (Sygil: Sun)
Water Breathing (Lagu: Water)
Suggestion (Nied: Necessity)

4th
Charm Monster (Ogal: Possession)
Ice Storm (Hagall: Hail)
Plant Growth (Biarkan: Birch)
Curse (Ansur: God)

5th
Airy Water (Lagu: Water)
Animal Growth (Eoh: Horse)
Cloudkill (Yr: Death)
Cone of Cold (Is: Ice)

6th
Control Weather (Dag: Day)

**CLERICAL SPELLS**

1st
Cure Light Wounds (Ing: Kingship)*
Remove Fear (Tyr: War)
Resist Cold (Is: Ice)
Command (Nied: Necessity)
Read Magic (Ansur: God)

2nd
Detect Charm (Ogal: Possession)
Spiritual Hammer (Tyr: War)
Resist Fire (Ken: Torch)
Slow Poison (Lagu: Water)
Speak with Animals (Ur: Bison & Ilks: Elk)

3rd
Speak With the Dead (Yr: Death)
Create Food & Water (Feu: Cattle & Lagu: Water)
Cure Disease (Ing: Kingship)
Cure Blindness (Sygil: Sun)

* - in parentheses is the name of the Norse rune which powers the spell, and an approximate English translation of the runic name. The runes are illustrated in the accompanying chart. For those who seek additional authenticity in the game, carving the rune on wood or drawing it on parchment should be considered an alternative or additional somatic (S) component of the spell. Runes may already be carried or carved on the spot.

SOURCES: *Prose Edda of Snorri Sturlusun: Tales from Norse Mythology,* translated by Jean I. Young (paperback, University of California Press); and *Saga of the Volsungs,* translated by Margaret Schlauch (hardback, Scandinavian Classics: volume 35, American Scandinavian Foundation)

## Norse Runes

| | |
|---|---|
| ANSUR: God | KEN: Torch |
| BIARKAN: Birch | LAGU: Water |
| DAG: Day | MAN: Mankind |
| MEOH: Horse | NIED: Necessity |
| FEU: Cattle | OGAL: Possession |
| GEOFU: Gift | SYGIL: Sun |
| HAGALL: Hail | THURS: Giant |
| ILKS: Elks | TYR: War |
| ING: Kingship | UR: Bison |
| IS: Ice | YR: Death |

**STARKAD**
**23rd level Fighter**
ALIGNMENT: *Neutral*
HIT POINTS: *127*
ARMOR CLASS: *-3*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *1-8 (+9)*
HIT BONUS: *+4*
MOVE: *9"*
PSIONIC ABILITY: *Nil*
STRENGTH: *19*
INTELLIGENCE: *12*
WISDOM: *11*
DEXTERITY: *16*
CONSTITUTION: *18/91*
CHARISMA: *7 or 17, see below*

Starkad is the grandson of Starkad Aludreng, a giant, and Alfhild, the daughter of the King of Alfheim (or Elfheim). He is thus one-quarter giant and one-quarter elf. Starkad's father, Storvik, carried off the daughter of a jar1 of Halogaland, whom he wedded, and who gave birth to Starkad. The jarl's sons avenged the deed by burning the house down around Storvik and all the household. Only Starkad escaped.

The young child sought refuge with King Harald of Agdar, only to be taken as a war captive when Herthjof, King of Hordaland, subjugated the kingdom of Agdar. Starkad was taken as a prisoner of war and raised by one of Herthjof's men, Grani, known as Horsehair-Grani. Grani raised Starkad, serving as a foster father.

When Starkad came of age, he joined the raider Vikar. Starkad quickly became Vikar's greatest champion. Due to Starkad's battle prowess, Vikar became King of all southern Norway.

Fifteen summers after Starkad joined Vikar, Vikar's longships were forced to seek shelter against high winds among the islands off the Norwegian coast. To appease the gods, it became necessary to sacrifice one man in the army, chosen by lot. Since the lot fell upon Vikar, it was decided that next morning a mock sacrifice would take place where Vikar would be offered, but not actually killed.

That night, Horsehair-Grani walked into camp and bade his foster son go with him. They rowed to a wooded island and passed through the forest to a clearing where eleven beings sat in assembly. Horsehair-Grani sat in the vacant twelfth chair, and was hailed by the assembly as Odin.

The gods were gathered to sit in judgment of Starkad's fate. Thor held a grudge against Starkad's family because Alfhild chose a giant as the father of her son instead of Asa-Thor. Thor proceeded to curse Starkad, while Odin compensated his foster son with a blessing for each of Thor's curses.

"Starkad shall have neither son nor daughter and his race shall die with him," said Thor.

"In lieu thereof, he shall live thrice as long as other men," said Odin.

"In each of those span of lives, he shall do an infamous deed," said Thor.

"He shall possess the best of weapons and armor," replied Odin.

"He shall possess neither grounds nor lands," rejoined Thor.

"He shall have an abundance of other possessions," said Odin.

"He shall never think he possesses enough," replied Thor.

"I shall make him victorious and ever alert for battle," declared Odin.

"In every combat, he shall receive terrible wounds," answered Thor.

"Poetry shall flow from his lips as easily as the words of common speech," said Odin.

"He shall not be able to recall the poems he has made," said Thor.

"The bravest and best men shall hold him in honor (17 charisma)," declared Odin.

"But all the common people shall hate him (7 charisma)," Thor replied.

As if to add insult to injury, Starkad had to repay Odin for this dubious judgment. Odin gave Starkad a spear which had the outward appearance of a reed, and a stout rope which looked like soft calf gut. The mock sacrifice of Vikar became real. He was hung by a rope which looked safe, and stabbed by a spear which appeared harmless. Thus did Odin gain a sacrifice and Starkad perform his first infamous deed.

Starkad is over seven feet tall, with long black hair and handsome, slightly elvish features. He is muscular, yet lean. His elven heritage shows in his 60' infravision, 10% resistance to charm, and his abilities to detect secret or concealed doors as a half-elf. Because of his giant blood, Starkad's tough skin betters his armor class by 2. He wears Chain Mail +3 and wields a Sword + 1, Luck Blade. He carries two rings, two potions, and two miscellaneous magical items with him (all suitable for a Fighter and rolled at random), yet is ever greedy for more possessions. He cannot be surprised and will regenerate like a troll (but only if he is killed).

Any character who seeks to halt Starkad's regeneration back to life will incur Odin's wrath. To fulfill Thor's curse, all hits upon Starkad do double damage. When speaking normally, Starkad has a 50% charm ability (like an 11th-level Bard). However, any suggestions the charmed character follows will be strictly accidental, since Starkad does not realize what he is doing.

As a result of the judgment of the gods, Starkad's personality is unstable and somewhat schizoid. A DM should also keep in mind that, at this point in his career, Starkad is entering the second of his three lifespans and has yet to perform his second infamous deed.

SOURCES: Though Starkad is the second greatest hero in Norse legends, his saga has not been passed down intact. Principal sources for Starkad's life appear in the out-of-print *History of Denmark* by Saxo, and *Gautrek's Saga and Other Medieval Tales,* translated by Hermann Paulsson & Paul Edwards (hardback, NYU Press). He also appears in the out-of-print *Half's Saga* and the *Heimskringla, History of the Kings of Norway* by Snorri Strulusun, translated by Lee M. Hollander (hardback, American Scandinavian Foundation). A good, short account of Starkad's life (and Norse legends in general) appears in *Norse Mythology, Legends* of *Gods and Heroes* by Peter Andreas Munch, revised by Magnus Olsen, translated by Sigurd Bernhard Hustvedt (hardback, The American Scandinavian Foundation).

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

**Tom Moldvay**

### INTRODUCTION

*The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.*

### Poul Anderson's TAUNO KRAKEN'S-BANE

Half elf: *8th-level Ranger*
ALIGNMENT: *Chaotic good*
HIT POINTS: *71*
ARMOR CLASS: *4*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-6 (+4) or 1-4(+3)*
HIT BONUS: *+2*
MOVE: *12"*
PSIONIC ABILITY: *62*
ATTACK/DEFENSE MODES: *B,DF/F,H*
STRENGTH: *18/55*
INTELLIGENCE: *13*
WISDOM: *14*
DEXTERITY: *18/22*
CONSTITUTION: *17*
CHARISMA: *15*

Tauno is the son of Vanimen, king of the Liri tribe of Sea elves, and Agnete Einarsdattar, a noted beauty from the town of Als on the Baltic coast of Denmark. When Tauno was 21, his underwater home was destroyed by a powerful exorcism conducted by an ambitious, fanatical Christian priest. The Liri fled from their ancient home to wander the seas in search of a new refuge. Tauno stayed behind to wait for his brother and two sisters, who were out hunting.

Tauno's youngest sister was Yria, who was barely adolescent. Yria was too young and too frail to survive the harsh conditions of underwater life without a home city. Tauno, his brother Kennin, and his sister Eyjan took Yria to Als. Yria was baptized and christened Margrete. At the moment of baptism, Yria became a souled creature and lost all her past memories.

Tauno, Kennin, and Eyjan set out to find the rest of the Liri tribe. In the course of their adventures, they trapped a kraken in a huge fishing net and killed the giant squid. During a fight with a shipload of brigands, Kennin was killed. With the help of friendly dolphins, Tauno and Eyjan avenged Kennin's death.

Tauno and Eyjan eventually wandered to Greenland, where they were captured by members of one of the Norse colonies. To free Eyjan, Tauno was forced to kill a tupilak, an enchanted sea monster powered by an Eskimo curse.

When Tauno and Eyjan finally found the Liri tribe, they discovered that the entire tribe had been baptized and were now souled creatures who cared nothing for the old ways of Fairie. Eyjan joined the tribe in baptism, but Tauno refused.

Tauno had fallen in love with a vilja, a type of spirit housing the mind of a maidenly suicide. Tauno, in turn, was loved by Ingeborg Hjalmarsdatter, a human prostitute, who had long been Tauno's friend and had shared many of his adventures. Ingeborg and the vilja voluntarily merged to become a creature of Fairie, an unsouled creature like Tauno (treat as an *AD&D* Nymph).

Tauno and the Ingeborg nymph succeeded in leaving earth for another world which was kinder to the beings of Fairie. They will always be encountered together. The nymph's spells should deal with powers over air and water. Tauno, of course, can gaze at her without risking blindness.

At a distance, Tauno can pass for a typical dark-haired Dane, though a close inspection will reveal a faint green tint to his skin and hair. He wears sharkskin leather armor. Tauno usually favors a trident as a weapon, but he is also an adept knife fighter.

Tauno has the psionic disciplines of Animal Telepathy (8th level mastery, sea animals only), Detection of Magic (6th level mastery), and Sensitivity to Psychic Impressions (4th level mastery). As an 8th-level Ranger (whose area of expertise is, of course, the sea) Tauno receives one first-level Druid spell. His preferred spells are: *Predict Weather, (Sea-)AnimalFriendship, Pass Without Trace,* and *Purify Water.* Besides all normal half-elf powers, Tauno can breathe under water, and can move equally well on land or underwater.

Tauno is friendly toward Tritons, Mermen, and Sea elves. He is unfriendly toward Sahuagin, Lizard men, and Ixitxachitl. Tauno is a close ally of both Dolphins, and Silkie (see Dragon's Bestiary, *Dragon* issue #41.

BIBLIOGRAPHY: *The Merman's Children* (hardback, Berkeley Publishing Corporation) by Poul Anderson.

### Robert Adams' SIR GEROS LAHVOHETTOS

**9th-level Fighter**
ALIGNMENT: *Lawful good*
HIT POINTS: *83*
ARMOR CLASS: *-1*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+3)*
HIT BONUS: *+ 1*
MOVE: *6'/15"*
PSIONIC ABILITY: *34*
ATTACK/DEFENSE MODES: *B,E/G,I*
STRENGTH: *18/21*
INTELLIGENCE: *15*
WISDOM: *12*
DEXTERITY: *17*
CONSTITUTION: *17*
CHARISMA: *14*

Geros Lahvohettos is the son of a majordomo, and an herb gardener. Young Geros became valet to the lord's heir Ahndros. One night Ahndros and several friends were ambushed by rebels at a bridge. Before the trap closed completely, Geros was told to ride back to a nearby castle for help. Geros was given a raw-boned mule to ride and an old boar-spear for defense.

Geros was terrified. He had fantasized about being a warrior but had never really expected to handle a weapon. The only reason he didn't drop the boar-spear was because it belonged to a nobleman

and he was afraid to lose it. And the only reason he didn't flee in panic was because he was already heading for the nearest safe refuge.

Geros was almost to the castle when three rebels jumped out of the shadows to block the road. By the time Geros saw them, it was too late to turn away; his best hope of survival was to ride through them as fast as he could. Geros was such a novice with weapons that he swung the boar-spear with two hands, like a club. Luckily, his opponents were no better trained than himself. By sheer accident, Geros killed two foes while his mule trampled the third.

At the castle, Geros was given a hunting horse to replace his spent mule, and a heavy cavalry saber in place of the boar-spear. Geros, still petrified with fear, led the rescue party to the bridge. When they approached the fighting, the horse panicked at the battle din and Geros lost control of his steed. It charged straight toward the thickest concentration of enemy soldiers. All Geros could do was hang on, swing his saber wildly, and pray. Again, more by accident than design, Geros slew several foes until he was knocked unconscious by a low-hanging tree limb.

Geros woke to find himself being hailed by friendly warriors, who believed Geros had purposely led the charge.

In the next several months, the rebellion grew, and every able-bodied fighter was needed to put it down. With his reputation, Geros had no choice but to follow the army. He quickly became an expert in handling weapons, because he practiced every spare chance he got. As Geros put it: "I realized that there was no way I could wriggle out of the situation, and being a born coward, I wanted to stay alive. And the only way a warrior can be reasonably certain he'll survive his next battle is to make himself a master of his weapons."

Geros became a master swordsman. Even so, he is so terrified of battle that it is not uncommon for him to soil his plate armor. As frightened as he is of battle, Geros is even more scared of losing his reputation. To cover his cowardice, Geros leads every charge and is always in the forefront of battle. Since he is always scared, Geros does not recognize degrees of fright, and often performs deeds of valor that other men shrink from. His heroic deeds continually bring Geros new honors, but he can never understand why other men continue to think him brave when he knows he is a coward.

Geros has the psionic discipline of Animal Telepathy, in a limited form which works only with warhorses and the great cats. If encountered in the wilderness, Geros will be riding an intelligent war horse with which he can telepathically communicate (treat as a Paladin's war horse with respect to hit points and damage done). There is a 50% chance that Geros will be accompanied by a war cat (treat as a Tiger from the Monster Manual, but with intelligence and limited telepathy).

BIBLIOGRAPHY: *Revenge of the Horseclans* (paperback, Pinnacle Books), *A Cat of Silvery Hue, The Savage Mountains,* and *The Patrimony* (paperbacks, Signet Books), all by Robert Adams.

**Gordon R. Dickson's**

**JAMES ECKERT/GORBASH**

**0 level teaching assistant/10 HD Dragon**

ARMOR CLASS: *0*
MOVE: *9"/24"*
HIT DICE: *10*
HIT POINTS: *50*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-8/1-8/4-24*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: ***Exceptional***
ALIGNMENT: Neutral *(good)*
SIZE: *L (50' long)*
PSIONIC ABILITY: *Nil*

James Eckert was a teaching assistant in history at Riveroak College. His fiancee, Angie, worked for a professor experimenting with a machine to induce and enhance astral projection. By accident, she teleported to another world while concentrating on the key word: dragons.

James was persuaded to try the machine at a lower power level, hoping to discover exactly where Angie had gone. He ended up with his mind in control of a large adult gray dragon-while his body was still back at Riveroak College.

In this new world, dragons look similar to dragons in the *Monster Manual,* except that all dragons are gray, and none of them possess breath weapons. Human knights tend to hunt down dragons, and humans are known to dragons as georges (after St. George, the dragonslayer).

To the human inhabitants of this new world, James is known as Sir James, Baron Riveroak. Their logic is that no one would bother ensorcelling a commoner's mind into a dragon—hence, James must be noble. To the dragons, James is known as Gorbash, which is the name of the dragon whose body he now possesses.

The arrival of Angie and James has upset the balance of forces in the world. The Dark Powers hope to make use of this upset to strengthen their position. To rescue Angie from the Dark Powers, James Eckert/Gorbash must defeat the minions of the Dark Powers who are holding her prisoner. By so doing, he will build up enough credit with the Auditing Department that both he and Angie will end up in the same world in their rightful bodies.

When encountered, there is a 50% chance that James Eckert/Gorbash will be accompanied by Gorbash's grand-uncle Smrgol, a large, very old gray dragon with 80 hit points. There is also a 50% chance that James Eckert/Gorbash will be accompanied by Aragh, an English Wolf. An English Wolf is an intelligent, giant wolf. Aragh speaks with a slight English accent, talking much like an 18th- or 19th-century country squire. He has 8 HD and a bite attack which does 2-16 points of damage. Aragh is Neutral (good), with an armor class of 5, and moves 18" per turn.

BIBLIOGRAPHY: *The Dragon and the George* (paperback and hardback, Ballantine Books) by Gordon R. Dickson.

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**ORVAR-ODD**
**21st level Fighter**
ALIGNMENT: *Lawful Good*
HIT POINTS: *115*
ARMOR CLASS: *-5*
NO. OF ATTACKS: *2/1 or 3/1 (bow only)*
DAMAGE/ATTACK: *2-7 (+ 7) or 1-6(+3)*
HIT BONUS: *+5 (mace) or +4 (normal arrow)*
MOVE: *9"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/23*
INTELLIGENCE: *14*
WISDOM: *13*
DEXTERITY: *18/00*
CONSTITUTION: *17*
CHARISMA: *11*

# GIANTS IN THE EARTH

Odd, like many Norse heroes, has a fair share of non-human blood. His grandfather, Ketil Haeng (Ketil Trout), was the son of Hallbjorn Sea-Troll and the grandson of Ulf Uarge (Fearless Wolf, a name implying werewolf shapechanger blood). Ketil. journeyed to Finnmark, where he killed Gusi, King of the Finns, and gained possession of three magic arrows which he passed on to his descendants. Ketil's son Grim Loddinkinn married Lopthoena, the daughter of Harold, a chief of Viken. Their son Odd was born on the farm Berurjod in Jaeren. At an early age Odd was already an excellent bowman. Because of his prowess with a bow, and the feats he performed with. the magic arrows he inherited' from his father, he earned the name Orvar-Odd (Arrow-Odd).

It was prophesied that Odd would meet his death from the skull of the horse Faxi. Odd and his friend, Asmund, killed Faxi and buried the horse deep under a mound. Nevertheless, Odd left Berurjod and vowed never to return, lest the prophesy be fulfilled. Because of the prophesy, Odd hates fortune telling with a fanatical paranoia. He will attack any party member who attempts an *Augury, Divination, Speak with Dead,* or *Commune* spell, or any spell which could be interpreted as fortune telling in any way.

Odd first became famous by journeying to Permia on the banks of the river Dvina. He won a fortune from the Lapps but lost it when he was blown off course on the way home. Odd landed among the islands of the giants, who tried to keep him from sailing. Odd eventually tricked them, and fought his way back to Norway.

Odd next challenged the greatest Vikings he could find to prove that he was more powerful than they were. He conquered Viking after Viking until he met Hjalmar the Fearless (also called Hjalmar the Haughty). Hjalmar and his men put up such a good fight that he and Odd eventually declared a truce, giving up the struggle and becoming good friends. Hjalmar and Odd roved the northern waters together until Hjalmar was killed in the battle of Samsey Island—of which Odd was the only survivor (see also Heidrek, below).

The arrows of Gusi have the remarkable virtue of always hitting the mark Unless forcibly prevented, they will magically pass right through a victim's body and return to the owner (allow one round for the return of the arrows-before they can be fired again). With respect to damage, treat the arrows of Gusi as +3.

Orvar-Odd fights with a Mace +4. He has won many a battle with his mace, including the battle of Samsey, where he slew eleven berserker brothers singlehandedly. Odd can also fight with sword and two-handed axe. but prefers his mace.

Odd avenged the death of his boyhood friend Asmund by raiding the Irish. He was prepared to carry off the king's daughter Olvor by force but was persuaded to wait for one year. In return, Olvor gave him a magical shirt. When Odd returned to pick up the shirt, he decided to marry Olvor. He remained with her for three years, helping her father rule Ireland; until wanderlust overcame him and he took up the roaming life again. Odd's magical shirt gives the protection of Plate Mail +2 without its weight. The magical shirt also affords protection against fire (treat as a *Ring of Fire Resistance),* evil (treat as *Protection from Evil* spell), and hunger.

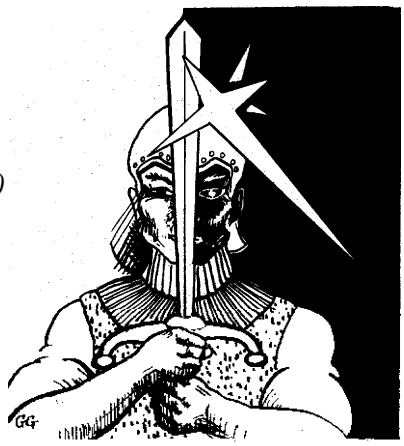
Orvar-Odd is over six feet tall with a slightly non-human cast to his features which is barely noticeable. His troll blood shows up in another of Odd's powers: Odd is destined to live for 300 years. He rejuvenates himself by completely covering his old body with bark and taking the name of Barkman. As Barkman, he wanders through the wilds until he comes to a king's hall, where he meets a series of challenges. After

winning every contest, Barkman strips off the bark and reveals a now-young Odd dressed in the finest of clothing.

With his Sea-Troll heritage, it is not surprising that Odd can summon fair winds whenever he desires (unless thwarted by a more powerful magic). Having once left his home, Odd is destined to wander, growing restless when he spends too much time in any one place. While Odd has somewhat outgrown the constant need to prove who is the best fighter, there is still a 30% chance that he has sought out the party to challenge the best Fighter in it.

SOURCE: *Arrow-Odd: A Medieval Novel,* translated by Paul Edwards and Hermann Palsson (hardback, NYU Press).

**HEIDREK**
**15th level Fighter**
ALIGNMENT: *Lawful Evil*
HIT POINTS: *95*
ARMOR CLASS: *-1*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *1-8 (+7)*
HIT BONUS: *+5*
MOVE: *7"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/17*
INTELLIGENCE: *13*
WISDOM: *9*
DEXTERITY: *17*
CONSTITUTION: *17*
CHARISMA: *8*



Heidrek is famous more for owning the sword Tyrfing than for his own deeds. Tyrfing was forged (under duress with death-threats) by the dwarves Dulin and Davlin, for Svafrlami, the grandson of Odin. The hilt and handle of Tyrfing are made of gold. The sword will never rust and cuts through iron as if it were cloth. The sword has been cursed by its dwarven makers. It must take a life each time it is unsheathed. With it, three infamous deeds will be performed. While the sword will normally bring victory, because of the curse, there is an 03% chance (per battle) that the sword will turn on its owner, never hitting, possibly falling from his hand.

The first time Tyrfing turned against its owner was when Svafrlami fought the berserker Arngrim. Arngrim snatched it up in battle and used it to cleave Svafriami in twain from head to foot.

Arngrim carried off Svafrlami's daughter, Eyfura, and made her his wife. They had twelve sons, all tall, strong, warlike berserkers. The eldest son, who inherited Tyrfing, was named Angantyr. When Ingeborg, daughter of King Yngvi of Uppsala, chose Hjalmar the Fearless as a husband over Angantyr, the berserker challenged Hjalmar to a holmgang fight on the island of Samsey.

Angantyr appeared with all his brothers. Hjalmar showed up with his friend Odd, known as Orvar-Odd. Odd fought and killed all eleven of Angantyr's brothers (See also Orvar-Odd, above). Hjalmar and Angantyr killed each other. Tyrfing was buried with the berserkers.

A short time after Angantyr's death, his wife Svava gave birth to a daughter, Hervor. When fully grown, Hervor showed her berserk heritage, forsaking womanly employment to fight as a Viking (taking the man's name Hervard). On one raid, she chanced across Angantyr's burial mound, which was easily sighted by the eternal flames which surrounded it. Hervor strode straight through the flames and down into the barrow. She summoned her father and uncles with diverse incantations and compelled them to give her Tyrfing, of which she commented: "I had rather possess Tyrfing than hold sway over all Norway."

Hervor eventually married Hofund, King of Glaesisvoll. They had two sons, Angantyr and Heidrek. Both were tall, strong, handsome men. Angantyr was gentle and winsome, and his father loved him best. Heidrek was malicious and spiteful, but his mother loved him best.

Once, during a great banquet, Heidrek taunted two men into a blood feud which ended with both of them dead. Hofund laid the ban of outlawry upon Heidrek for these actions. Heidrek vowed to cause his father the utmost grief in return for the sentence. He drew Tyrfing, given to him by his mother, and killed Angantyr. This was the first infamous deed destined to be done with Tyrfing.

Heidrek became a captain of Vikings. He wanders and raids, outlawed from his home, waiting for Tyrfing to bring about two more infamous deeds and perhaps cause its owner's death once again.

Heidrek wears Chain Mail +1 and carries a Shield +1. Treat Tyrfing as a +4 sword with respect to damage. All armored opponents are base 8 armor class against Tyrfing (assuming a leather gambeson under normal armor). Steel shields and armor are useless against Tyrfing; only wood, leather, and non-iron metals such as bronze offer protection. Magical armor bonuses and Dexterity bonuses still apply as usual. Tyrfing also acts as a Sword of Sharpness, severing extremities on unmodified rolls of 18, 19, and 20.

DM's should keep in mind Tyrfing's curse. If it is drawn, someone or something must die, with Tyrfing's owner getting in the killing blow. If Tyrfing's owner isn't the victim, the lot must fall on someone else. There are also two more infamous deeds to be done with the sword. Should Tyrfing change hands, the curse follows the sword. The curse can only be lifted by the dwarves Dulin and Dvalin.

It should be noted that Heidrek and Orvar-Odd are in an undeclared state of blood feud. Odd owes Heidrek weregild sufficient to compensate for the deaths of Heidrek's eleven relatives, whom he slew. Since Hjalmar was Odd's partner, Heidrek may also claim compensation for the 'death of his grandfather, though, in that case, he would owe Odd compensation for the death of his partner.

Through Ogn Alfispengi, Heidrek and Starkad are distantly related. Egil Skallagrimson and Orvar-Odd are both descendants of Ulf Uarge, Ulf the Fearless. It is quite possible that the blood feud could spread to include Heidrek and Starkad on one side, with Odd and Egil on the other.

SOURCE: *Hervor's Saga* (sometimes titled *Heidrek's Saga),* an out-of-print medieval novel which includes fragments of poetry from an older, unwritten saga.

**SHARNASA TASK FORCE GARIATH!**

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# GIANTS IN THE EARTH

*(Editor's note: Beginning with this installment, "Giants in the Earth" welcomes a new author to the column, and in the future the scope of "Giants" will expand to include other contributors as well.*

*The new writer is Dave Cook, who (like his counterpart, Tom Moldvay) is a member of the TSR Hobbies Design Dept. His rendition of Professor Challenger appears below. Tom and Dave will share responsibility for the column, and may persuade other of the people they work with to contribute ideas and articles as well. In addition, readers of Dragon are invited to contribute to "Giants in the Earth" by sending their ideas or fully written articles to the magazine. All suggestions and articles will be reviewed by Tom Moldvay, and the best contributions will be published, with the original author receiving fun credit and payment for the article.*

*Contributors are reminded that the purpose of "Giants in the Earth" is to depict characters from legend, classical literature and modern fantasy literature in a manner that makes the characters usable as non-player characters in* Advanced Dungeons & Dragons. *Anyone desiring to send ideas or actual articles should be familiar with the way in which "Giants" are presented, and should tailor their contributions accordingly.)*

## C. S. Lewis's REEPICHEEP

**7th–level Fighter**

ALIGNMENT: *Lawful good*
HIT POINTS: *67*
ARMOR CLASS: *3*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-6 (+3)*
HIT BONUS: *+ 1*
MOVE: *9"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/01*
INTELLIGENCE: *12*
WISDOM: *9*
DEXTERITY: *18/52*
CONSTITUTION: *18/37*
CHARISMA: *15*

Reepicheep is a halfling-sized, intelligent mouse who walks erect on his hind legs. His fur is dark, nearly black. A thin band of gold passes around his head and under one ear. A long crimson feather sticks out of the gold band. He sometimes wears a long red cloak and is never without his rapier slung from his leather belt. The effect of all this finery is bold and striking.

Reepicheep is the most valiant of all the Talking Beasts of Narnia and Chief Mouse of the realm. He is a courtier and a warrior, companion to Prince Caspian of Narnia, and a hero who won undying glory in the second Battle of Beruna.

Reepicheep is the epitome of a gracious cavalier. His manners are extremely courteous and he retains his nonchalance under even the most dangerous circumstances. Reepicheep does not take kindly to insults or fancied insults and he is likely to challenge the offending party to a duel of honor. If the invitation to duel is not accepted, he will belabor the offending party with the flat of his sword to teach the miscreant a lesson in manners. Reepicheep is extremely touchy about his short height.

Reepicheep abhors bullies, cowards, and villains in general. His reaction to evil is similar to that of a paladin. He also hates unfair fights and, all other things being equal, he will always side with the under. dog.

When Reepicheep was a baby mouse in his cradle, a dryad woman spoke this verse over him:

*"Where sky and water meet.*
*Where the waves grow sweet,*
*Doubt not Reepicheep*
*To find all you seek,*
*There in the utter East."*

As Reepicheep says: "I do not know what it means. But the spell of it has been on me all my life." Because of the ambiguous prophesy, or perhaps merely from wanderlust, Reepicheep constantly wanders in search of adventure. Usually he journeys eastward, but wherever he travels he upholds his honor in battle, befriends the needy, and defends the helpless.

Written by Tom Moldvay

BIBLIOGRAPHY: Prince Caspian and The Voyage of the "Dawn Treader", books 2 & 3 of the Chronicles of Narnia (paperback, Collier Books) by C. S. Lewis.

## PROFESSOR CHALLENGER

**16th–level Fighter with special Sage abilities**

ALIGNMENT: *Lawful neutral*
HIT POINTS: *50*
ARMOR CLASS: *7*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *1-6 (+4)*
HIT BONUS: *+2*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/90*
INTELLIGENCE: *18*
WISDOM: *9*
DEXTERITY: *17*
CONSTITUTION: *18*
CHARISMA: *16*

Born in Largs, Scotland, in 1863, George Edward Challenger was perhaps one of the most underrated scientific brains of the 19th century. Educated in Edinburgh and further trained at the British Museum, Challenger's personality quickly pushed him into the field of independent research. Through published papers, scientific debates (often distinguished by their violence), and extensive travels, he gained the notice of the scientific and public worlds.

His most famous and well documented exploit was the expedition he led to South America. From there, he and 3 others returned with conclusive proof and eyewitness accounts of a lost plateau populated by prehistoric life. His semi-accurate prediction that the earth was to pass through a poisonous belt of ether certainly did much to gain him the awe and respect of the public. However, irritated by what he thought were the attentions of idiots, Professor Challenger gradually withdrew from the general populace, eventually involving only himself and selected companions in his experiments. He was quickly forgotten.

In combat, Professor Challenger prefers to rely on his brute strength and surprising speed. When encountered, he will typically carry no more than a hunting knife or a machete (treat as a short sword), but there is a 25% chance that he will have an express hunting rifle with him. This weapon will do 2-12 points of damage each time it hits and the maximum range is 300 yards. Challenger may fire up to 4 shots per round. There is a 5% chance cumulative each round that he will run out of ammunition. In melee, Challenger will prefer to fight unarmed, and with his fists he can do 1-6 points of damage. However, he will not foolishly risk his life to do so.

Professor Challenger's genius gives him abilities much like a sage. However. his mental prowess is such that in his special categories he does not require a library and may answer most general or specific questions in but a few moments. Exacting questions may require from

a few hours to a day of study. His chance to answer any question in his specific areas is 80%. His special areas of study are all fauna and human biology. His minor fields are astronomy, chemistry, geology and mineralogy, physics, all flora, human languages, medicine, demi-human biology, and humanoid and giantkind biology. Through his studies he has acquired certain spell-like abilities (although all scientific in his case) usable once per day. These are Cure light wounds, Cure serious wounds, and Cure disease.

Challenger's personality, however, makes him extremely difficult to get along with. He is vain and egotistical, intolerant of the slightest criticism. If slighted, he is liable to respond with verbal abuse or physical violence. He is extremely solitary and secretive and resents intruders, assistants, and followers. These he has been known to throw down stairs, wrestle with, or physically carry out of his house. He also considers all other people to be of lesser intelligence or ability to him and will treat these people in the most irritating and condescending manner. In general, the world is populated by boobs and idiots, according to the Professor. However, Challenger is normally courteous to women (provided they don't interfere) and will be a strong and true supporter of those who can tolerate him. His Charisma score is listed as 16 primarily because of his ability to compel the attention of others and have his wishes normally acted upon. He has a strong degree of "animal magnetism" which is especially noticeable to members of primitive cultures. These groups will often concede to him a position of importance or honor on the basis of his personality alone.

Professor Challenger cuts an almost ridiculous appearance, being short but extremely broad-chested and muscular (he is often likened to a bull). He has thick, black hair covering his back and arms; a heavy, bushy beard; large, dark eyebrows; and coarse hair. His face is often florid or ruddy in color. His arms are unusually long, and this lends to him the appearance of some sort of ape or monkey. His movements are, however, quite quick. His voice is deep and normally very loud. His most distinctive facial feature is his high-domed forehead.

*Written by David Cook*


# THE PRIZE!

Darman stood pensively gazing out his tower window to the northwest. In the distance he could see the full-moons reflecting off of the golden battlements of Yof-Pintre. "At dawn I shall take Yof-Pintre and rule all of Silomant." he thought . . .

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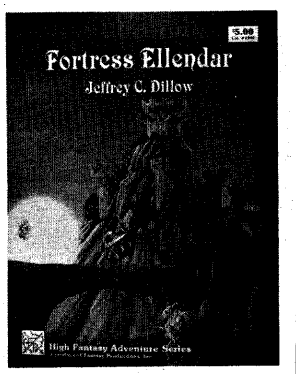


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# GIANTS IN THE EARTH

by Tom Moldvay

Contributions for the Giants in the Earth feature in *Dragon* magazine are now being accepted from readers. The following information will be of use to persons who intend to write one or more articles for consideration.

All contributions should be typed, double-spaced and in a legible fashion. For particular information on physical requirements of a manuscript, send a SASE to Dragon Publishing with a request for writers' guidelines.

To qualify for inclusion in Giants in the Earth, the contribution should depict a character from legendary sagas, classical literature, or modern fantasy literature. It should follow the traditional Giants in the Earth format (detailed below) as closely as possible. It should include the name of the author and a bibliography of the book(s) the character appeared in, or a traditional source material where the reader can find out more about the legends the character comes from. Lastly, the article should depict a character which can be useful in the playing of a *D&D®* or *AD&D™ campaign.*

Individuals who write the contributions will receive full credit for authorship of the articles. Authors will also receive payment at the normal rate for written contributions, with the understanding that payment may be adjusted downward to account for a great amount of editing and/or revising which may be, necessary to bring the contribution into publishable condition.

Contributions should not be depictions of player characters, monsters, mythological creatures, or heroes from an individual's *D&D* or *AD&D* campaign. Characters who appear in sources to which *Dragon* readers have easy access will be preferred over those from more obscure sources.

A general format follows:

Author's name
Character's name
Level and Class
ALIGNMENT
HIT POINTS
ARMOR CLASS
NO. OF ATTACKS
DAMAGE/ATTACK
HIT BONUS
MOVE
PSIONIC ABILITY
PSIONIC STRENGTH (if any)
STRENGTH
INTELLIGENCE
WISDOM
DEXTERITY
CONSTITUTION
CHARISMA

The body of the contribution should include at least a physical description of the character, a short history of the character, any special abilities the character possesses, an outline of the character's personality, and tips for the DM which will help him/her run the character as a NPC. Whenever possible, instructions should give specific details rather than generalizations: For example, "the character does 3-30 points of damage," not "the character does a lot of damage."

The body of the article is followed by the author's credit, then the bibliography.

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

### P. Vergilius Maro's CAMILLA

**10th level Fighter**
Alignment: *Chaotic Good*
Hit Points: *64*
Armor Class: *3*
No. Attacks: *3/2*
Damage/Attack: *1-8 (+3)*
Hit Bonus: *+1*
Move: *12" plus Special*
Psionic Ability: *Nil*
Strength: *18/21*
Intelligence: *10*
Wisdom: *8*
Dexterity: *17*
Constitution: *17*
Charisma: *16*

Camilla is a young warrior maiden, a member of the royal line of the Volscian tribe of Pre-Roman Italy. She is blonde and pretty, wearing a gold fillet around her efficiently cropped hair. Over her typical Heroic Age tunic and armor, she wears a purple cloak, a mark of honor. Since she leads a troop of cavalry, she will usually be found accompanied by 5-30 4th-level mounted fighters and one 6th-level lieutenant. (There is only a .05% probability that she will be encountered while alone). These fighters are men, not other women. She and the troop wear the same armor: a long, oval bronze shield, bronze helmet, breastplate, and greaves. They are each armed with a long spear, a myrtlewood bow and a quiver of arrows, and a stabbing-sword in a sheath. The arrows are for the first line of attack; once dismounted, they will throw the spear javeline-style, then turn to the sword.

Since people, particularly other women, stare open-mouthed at her wherever she goes, Camilla is very touchy and proud, quick to take insult if she feels her honor is being mocked. She is unusually brave, and is always in the forefront of any battle. Her men are devoted to her. Not only does she have a high natural charisma, but also she is a good speaker who can rally morale with smoothly worded wartime cliches. In her most famous battle, against Aeneas, founder of Rome, it was Camilla who shamed Turnus, her captain, into continuing to fight when he was overwhelmed by despair.

Camilla is strong, a "woman hardened for battle." Her most unusual characteristic, however, is her great speed. When she runs full tilt, even in full battle armor, she seems to go so fast that "she can fly over the tops of the grass-blades and leave them unbent," or "run over the waves of the sea without getting her feet wet." Dismounted, then, her movement rate will be exceptional, three times normal in short bursts, double over long stretches.

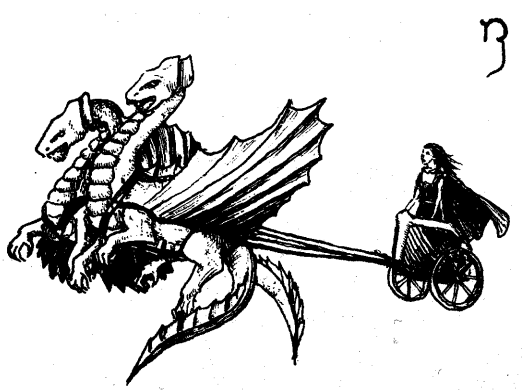
In the *Aeneid,* where the gods have willed that Aeneas will triumph, the only way Camilla can be killed is by treachery, when she is stalked and slain from behind by a half-mad priest. In a fantasy or parallel world, Camilla and her troop are still riding, seeking glory and a challenge where they can find it, just as they once rode to Latium on only the promise of a good fight. It is likely that she will ally herself and her troop to a party of adventurers if she feels the cause is just and sufficiently dangerous. She will be insulted by any offer of payment, preferring a share of the booty. Her virginity is a matter of religious honor to her and any attempted seducer will find himself challenged to a personal duel, where the Goddess Diana will allow Camilla an extra +2 to hit and to damage.

BIBLIOGRAPHY: *Aeneid,* Books VII and XI, by Vergil (P. Vergilius Maro)

*Written by Katharine Brahtin Kerr*

### MEDEA, Tamer of Dragons
### 18th-Level Magic-User with Sage abilities

Alignment: Chaotic *Neutral*
Hit Points: *35*
Armor Class: *10*
# of Attacks: *1*
Damage/Attack: *1-4*
Move: *12"*
Hit Bonus: *none*
Psionic Ability: *160 points*
Attack Modes: *B, C, D*
Defense Modes: *F, G, H, I*
Strength: *11*
Intelligence: *18*
Wisdom: *16*
Dexterity: *14*
Constitution: *11*
Charisma: *17*



Medea was born the daughter of the King of Colchis, a small barbarian country near the Black Sea. By the time she was eighteen, she had a vast knowledge of herbs and the lower reaches of the magical arts: She trained a dragon to guard her father's great treasure, a fleece of gold that hung in a sacred grove. When a handsome&ranger named Jason arrived in a quest for this fleece, Medea fell in love with him. Using her magical arts, she helped Jason overcome all the trials her father set in his path. At the last, she charmed the dragon and allowed Jason to steal the fleece easily. Out of gratitude, Jason offered to marry her and take her back to Greece. When she accepted, all her troubles began.

Though at first her marriage was happy — she bore Jason two sons — Medea was feared and shunned by the other Greek women. Out of loneliness, she pursued her magical studies even deeper, though this made the rumors about her worse. The final blow came when Jason coldly divorced her, pleading political reasons, to marry the pretty daughter of a neighboring king. In revenge, Medea sent the bride a beautiful but poisoned tunic, which stuck to her skin and burned her to death. Half-mad with grief and rage, Medea then slew her two sons. When guards rushed in to arrest her, she stared them down, then summoned a flying chariot, pulled by two dragons, and made her escape. She was assumed to have returned to Colchis, but since she had betrayed her father, this is obviously mistaken. Utterly embittered about the human world (her alignment had previously been chaotic good), Medea took refuge in a barren, arid country, there to study dragonlore and magic. No one is entirely sure where she went, so a party of adventurers may well come upon her caves, set high up on the flank of a rocky and inhospitable peak.

Medea is a passionate woman who is sometimes overpowered by the strength of her emotions so that she performs extreme actions which she later regrets.

When Medea decides on a course of action she will let nothing deter her, especially not a sense of conscience. She makes a good friend (as long as a friend remains constant and true) but a terrible, vengeful enemy.

Even in old age, Medea is still a striking woman, tall and straight of posture, with pale gray hair done up in braids above her strong, handsome face. She wears a long tunic, much-mended and stained, that shows traces of rich gold and purple embroidery. At her waist is a golden belt, the clasp in the form of a dragon's head, and a long, curved-bladed knife in a bronze sheath. Her caves are clean, but poorly furnished; she lives alone except for her dragons. Her high charisma comes from the negative fascination she can exert. Even those who are afraid of her find their attention riveted on her. Her betrayal by Jason has left her bitter about fighting men. If any such approach her, she rolls a reaction with a -20 modifier on the Encounter Reaction Table (page 63 *Dungeon Masters Guide).* Magic-Users, especially women, will receive a polite though distant greeting from her (roll reaction normally).

Although she seems physically weak, she is a dangerous person to threaten with bodily harm. Not only will her faithful dragons always rush to her defense, but she has a number of powerful spells, These spells may be chosen by the DM to fit his or her campaign, though there are three spells which appear in all the legends about her *(Fear, Hold Person,* and *Confusion).* To save time, DM's may wish to use the suggested spell list given at the end of the description,

As a Sage, Medea's major areas are poisons and dragonlore, her minor ones herbs and potions. On poisons, her chance to know is exceptionally high (+10 on percentile roll). Though ordinary money means nothing to her, there is a 75% probability that she will answer a question if the reward is a golden, bejeweled bauble that would make a good present for one of her many dragon friends. In her cave will be a large number of herbs and poisons, and a good selection of potions. Though most of these can be DM's choice, there should always be one *potion of dragon control* and one vial of horrible deadly poison — in similar, unmarked vials, of course. If the DM wishes to add an *Orb of Dragonkind* to her/his campaign, Medea's cave is the logical place to put it, It is also possible (45%) that she will be raising a dragon hatchling in the cave.

Her chariot dragons serve her willingly and will come to her telepathic call, They are young brass dragons, who pull her chariot (move 24") for a fixed term in return for learning their first spell. They have the usual hit die, etc. for their species and are able to talk but not use spells yet.

Medea has a psionic ability of 160 points. The DM may assign any psionic abilities he or she wishes, or simply give Medea the suggested psionic abilities of Animal Telepathy (18th level), Detection of Magic (16th level), Clairvoyance (14th level), and Mind Bar (12th level).

**Suggested spells usable**

*1st level:* Charm Person, Detect Magic, Feather Fall, Friends, Read Magic.

*2nd level;* Detect Invisible, ESP, Mirror Image, Scare, Web.

*3rd level:* Dispel Magic, Haste, Infravision, Phantasmal Force, Suggestion,

*4th level:* Charm Monster, Confusion, Fear, Fumble, Polymorph Other.

*5th level:* Animal Growth, Feeblemind, Hold Monster, Monster Summoning III, Wall of Force.

*6th level:* Anti-magic Shell, Legend Lore, Stone to Flesh.

*7th level:* Mass Invisibility, Monster Summoning V*, Power Word Stun.

*8th level:* Mass Charm, Maze,

*9th level:* Monster Summoning VII*.

*More dragons will appear.

Bibliography: Medea is a common figure in Graeco-Roman literature. The best sources are Euripides' tragedy, *Medea,* Apollonius of Rhodes' epic poem, *The Argonautica,* and Ovid's *Heroides,* Epistle XII.

*Written by Katharine Brahtin Kerr*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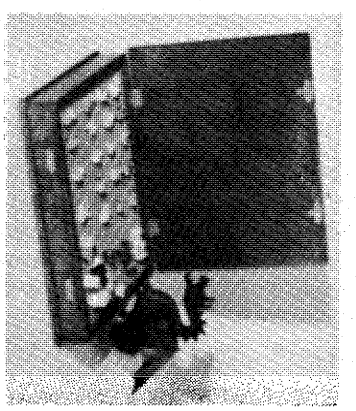

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

**Ursula K. Le Guin's**

## Sparrowhawk

**21st-level Illusionist, 20th-level Magic-User, 14th-level Druid**

ALIGNMENT: *True Neutral (slight good tendencies)*
HIT POINTS: *67*
ARMOR CLASS: *7*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4 (dagger) or 1-6 (+3) (staff)*
HIT BONUS: *+3 (with staff)*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *12*
INTELLIGENCE: *19*
WISDOM: *18/74*
DEXTERITY: *17*
CONSTITUTION: *15*
CHARISMA: *17*

Sparrowhawk was born on the isle of Gont on the world of Earthsea; in his youth he was a goatherder in the mountains. He learned rudimentary magic from a local witch and spoke his first spell at age 7. A powerful wizard on the island recognized the immense powers the boy possessed, and he was allowed to go to a wizard's school on another island to learn more of the arcane art of spell-casting. He quickly exceeded all expectations of him, but overreached himself when he accidentally conjured forth a demon-like creature that attempted to slay him.

When he recovered, much the wiser, he left the school at graduation and began his travels through the great island-dotted oceans of Earthsea. He became a Dragonlord, one who knows the language of dragons and can converse with them without harm. In time his powers grew so advanced that he was declared to be the Archmage of Earthsea, the most powerful wizard who ever lived on the world. Despite this, he has no desire for anything beyond the improvement of his art and the maintenance of the balance of nature, magic, and life.

On the world of Earthsea, all things have two names: a True Name, by which something may have magic cast upon it, and a Use Name for everyday affairs. To call someone by his or her True Name renders that person vulnerable to will-force type magics (no saving throw) cast by the name-caller. No one reveals their True Name except to the most trusted companions one has, if indeed to anyone. Sparrowhawk keeps his True Name secret in the same way to protect himself.

Sparrowhawk is an excellent sailor as well as a spell-caster, and his voyages over Earthsea have taken him to many strange lands and cultures. He appears to be a man of average height and weight, with dark reddish copper-brown skin and pale grey hair; one side of his face is scarred, from the attack of the demon-thing long ago. He will carry little else with him besides his staff, a bronze knife, and assorted rations and equipment. The staff is made of black yew wood, and if used when casting a spell doubles the range and area of effect of the spell. It also serves as a +3 staff, and can be used to destroy or turn away undead as if Sparrowhawk was a 14th-level Cleric. Summoned or enchanted monsters must save vs. magic if confronted by the staff or be cast back to their home plane. Sparrowhawk is beardless, and his age is difficult to estimate; he is in his 40's or 50's at best guess. In truth he is not ageless, and looks forward to a normal human lifespan.

The boat used by Earthsea's Archmage is called the *Lookfar.* It appears to be a normal sailing craft. It can hear and obey Sparrowhawk's every command, and if summoned will sail to him across any distance. Its hold carries three times what would be expected of it, and Sparrowhawk has many items stored there for long voyages.

Sparrowhawk is no showoff, and goes to great lengths to avoid casting unnecessary magic. He dislikes those who express strong opinions on alignments other than his own, but is willing to reason with them to show how Neutrality is the best course. Undead are pitied by him, and he will do his utmost to send their souls to rest with his staff and spells. Being a Dragonlord, he has immense respect for all dragons and can speak with any of them without fear of their attacking him (if the dragon can be convinced he wants nothing from it). Rarely will the Archmage interfere in any affairs but his own, unless the balance of the world is upset by one alignment or the other (besides Neutrality); then, depending upon the seriousness of the situation, he may become involved.

Since Sparrowhawk's magic is so closely tied to his native world, there is a

10% chance per level of the spell attempted that his magic will not work in the D&D world in which he is encountered. If he casts a spell in a foreign world, he will not be able to recover that spell until he returns to Earthsea. In Earthsea he has no such limits, and can actually cast any of his spells once per round for as long as he likes without needing to relearn each one. Even there, however, he casts few spells if he can help it.

If any characters go to Earthsea, Sparrowhawk will recommend they adopt aliases to avoid revealing their True Names (their real character names). Otherwise, the characters risk becoming subject to magical spells with little chance of resisting will-force attacks like Charms and Holds.

**List of possible spells for Sparrowhawk:**

(Note: Spells printed in italic type are new spells, described in the text which follows the lists.)

**Druidic spells**

First level — Animal Friendship, Locate Animals, Pass Without Trace, Predict Weather, Purify Water, Speak With Animals.

Second level —Charm Person or Mammal, Create Water, Cure Light Wounds, Locate Plants, Obscurement, Warp Wood. Third level — Call Lightning, *Cure Blindness or Deafness,* Cure Disease, Hold Animal, *Increase Animal Fertility,* Neutralize Poison.

Fourth level — Animal Summoning I, Cure Serious Wounds, Hallucinatory Forest, Increase Plant fertility, Produce Fire, *Wood Shape.*

Fifth level — Animal Summoning II, Commune With Nature, Control Winds, *Cure Plant Disease, Speak With Monsters.*

Sixth level — Animal Summoning III, Cure Critical Wounds, *Magewind,* Weather Summoning.

Seventh level — Confusion, Control Weather, *Prevent Earthquake.*

*Cure Blindness or Deafness* — As per 3rd-level Cleric spell *Cure Blindness;* caster declares which ailment is to be cured.

*Increase Animal Fertility* — When cast upon any animal or group of animals, sterility is cured and pregnancy (with many offspring) is guaranteed.

*Increase Plant Fertility* — As above, but increases seed production and makes germination more likely.

*Wood Shape—As* per 5th-level Magic-User spell *Stone Shape,* only applied to wood and material of vegetable matter.

*Cure Plant Disease* — Affects an area of 100 square feet per level of the spell-caster. All plant diseases (rot, rice blast, mold, etc.) are removed at once.

*Speak With Monsters* — As per 6th-level Cleric spell Speak With *Monsters.*

*Magewind* — Creates a strong wind lasting for 3 hours per level of the spell-caster, its direction controlled completely by the caster. Used to propel sailing craft at maximum safe speed across the sea.

*Prevent Earthquake* — Delays the onset of a natural or magical earthquake by 1 day per level of the spell-caster; may be dispelled at any time before then.

**Illusionist spells**

First level — Audible Glamer, Change Self, Detect Illusion, Phantasmal Force, Wall of Fog.

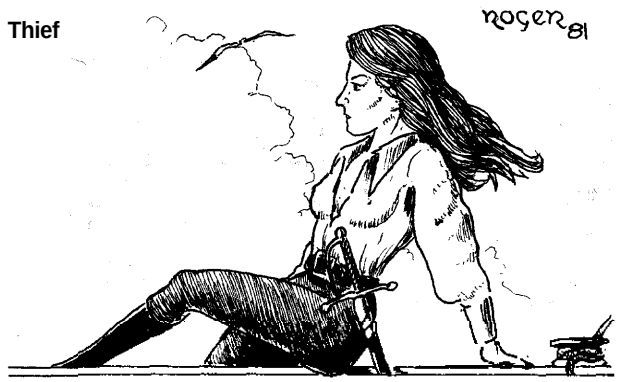
Second level — Blindness, Deafness, Detect Magic, Fog Cloud, Improved Phantasmal Force.

Third level — *Continual Light or Darkness,* Dispel Illusion, Hallucinatory Terrain, Paralyzation, Spectral Force.

**Andrew Offutt & Richard Lyon's**

## Tiana Highrider

**12th-level Fighter, 12th-level Thief**
ALIGNMENT: *Chaotic Good*
HIT POINTS: *67*
ARMOR CLASS: *5 or 1*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+4)*
HIT BONUS: *+3*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *16*
INTELLIGENCE: *17*
WISDOM: *9*
DEXTERITY: *18/92*
CONSTITUTION: *15*
CHARISMA: *16*




Tiana of Reme is a flame-haired, curvaceous beauty. She is of medium height and weight, not muscular, but with strong, firm limbs so that she is actually stronger than she looks. Tiana often exaggerates her femininity as a calculated ploy to make male opponents underestimate her fighting prowess.

Tiana prefers to fight with a rapier, sometimes fighting with both rapier and dagger. In a world where combat is usually considered a matter of brute strength, she prefers to rely on skill and speed. Her training and proficiency with a rapier are such that she does +3 damage and is +3 to hit when using a rapier. Her rapier also has a speed factor of 3, meaning she will usually get in the first blow in combat. When fighting with a dagger, she is +2 to hit and does +2 damage.

Tiana is the illegitimate daughter of Duke Sondaman of Reme. After she was orphaned, she was raised by Caranga, a black pirate. She grew up to be an accomplished warrior and thief and eventually Caranga, who dislikes the position of commander, stepped down to become Tiana's first mate. Tiana is currently in command of the pirate ship *Vixen* and is the most celebrated of the pirate captains who operate out of the city of Reme. She acquired the nickname Highrider when she learned to ride the winds, hang-glider style, in the village of Stromvil on Mount Erstand.

Tiana typically dresses as if aboard ship with a loose-sleeved shirt and silk breeches tucked into soft leather boots. Rapier and dagger hang from a wide black belt. A long black cloak decorated with gold braid is draped over her shoulders. Tiana normally avoids wearing armor, which would only be a hindrance at sea whether fighting aboard ship or trying to swim. Occasionally, when fighting on land, she wears a suit of chainmail light enough so that it doesn't hinder her movement (hence the two armor classes given).

Tiana's leadership is best described as inspired. She can be cunning and calculated, but more often she is impetuous and impulsive. She seems to function best when hard pressed, and an opponent will often find that, at the moment she seems to be defeated, she pulls one last trick out of her sleeve which tips the balance of the combat in her favor.

When Tiana is encountered on land, there is a 1/3 chance she will be accompanied by her foster father Caranga, a 15th-level Fighter(AC 4, MV 12", hp 86, #AT 2, D 1-8 (+5), +2 to hit). When Tiana is encountered at sea she will be aboard the *Vixen,* Caranga will be with her, as will 30-80 pirates (20 + (1d6x10)). If Tiana is in trouble there is a 1/6 chance that Pyre, a 23rd-level Wizard whose life Tiana once saved, will teleport to her rescue. Pyre specializes in ice and cold-based spells and possesses all such spells regardless of level.

Tiana's Thieving abilities: Pick pockets 110%, Open Locks 92%, Find/Remove traps 80%, Move silently 99%, Hide in shadows 87%, Hear noise 35%, Climb walls 99.2%, Read languages 60%.

BIBLIOGRAPHY: Demon in the *Mirror* and *The Eyes of Sarsis* (paperbacks, Pocket Books) by Andrew Offutt & Richard Lyon.

*Written by Tom Moldvay*

Fourth level — Dispel Exhaustion, Emotion, Massmorph, Minor Creation, Shadow Monsters.

Fifth level — Chaos, Demi-Shadow Monsters, *Dispel Shadow,* Major Creation, Projected Image.

Sixth level — Permanent Illusion, Programmed Illusion, True Sight, Veil.

Seventh level — Alter Reality, Astral Spell, plus the following first-level Magic-User spells: Affect Normal Fires, Comprehend Languages, Erase, Friends, Magic Missile, Mending, Message, Nystul's Magic Aura, Protection from Evil, Shield, Sleep.

*Continual Light or Darkness* — As per 3rd-level Illusionist spell *Continual Light,* with 6" radius globe for area of effect.

*Dispel Shadows* — Caster may dispel one Shadow (as per AD&D Monster Manual) for every three levels of experience the caster possesses. Shadows get no saving throw against this spell.

**Magic-User spells**

First level — Dancing Lights, Hold Portal, Light, Read Magic, Write.

Second level — *Compass Magic,* ESP, Knock, Levitate, Locate Object.

Third level — Clairaudience, Clairvoyance, Dispel Magic, Gust of Wind, Hold Person.

Fourth level — Charm Monster, Extension I, Polymorph Other, Polymorph Self, Remove Curse.

Fifth level — Conjure Elemental, Contact Other Plane, *Deanimate Dead,* Extension II, Hold Monster.

Sixth level — Enchant an Item, Geas, Globe of Invulnerability, Guards and Wards.

Seventh level — Charm Plants, Limited Wish, Power Word Stun.

Eighth level — *Telepathic Communication,* Permanency, Polymorph Any Object.

Ninth level — Shapechange, *Create Staff.*

*Compass Magic* — For one hour per level of the spell-caster, a compass may be caused to point in the direction of a desired port or location instead of to magnetic north.

*Deanimate Dead* — The spell-caster causes one Skeleton or Zombie (see Monster Manual) to be deanimated (destroyed) per level of the spell-caster.

*Telepathic Communication* — As per psionic discipline *Telepathy.* No saving throw; affects one individual only. No range limitations.

*Create Staff* —The spell-caster plucks a blade of grass, and with this spell can create a temporary magical staff equivalent to the one used by Sparrowhawk. This staff will last for one turn per level of the caster.

NOTE: While it is possible for Sparrowhawk to use all new spells given as he likes, the DM should determine whether or not other characters can learn them. Sparrowhawk may well decide to not teach his special spells to new persons, being concerned for how they might be used.

The magical system used on Earthsea is considerably different from that used in the D&D or AD&D games; unless the True Name of an item is known, no magic can affect it. Saving throws are not normally used. DM's should study the *Earthsea Trilogy* carefully and develop rules for the magical systems carefully if the players are to be taken there during an adventure. Material components for Sparrowhawk's spells are rarely required; the *Create Staff* spell is an exception. For students at the wizards' school on Earthsea, hard work and practice can make many of them equal to AD&D Wizards and Mages while they are still in their teen-age years.

BIBLIOGRAPHY: *The Earthsea Trilogy (A Wizard of Earthsea, The Tombs of Atuan, The Farthest Shore)* (paperback, Bantam Books) by Ursula K. Le Guin.

*Written by Roger E. Moore*

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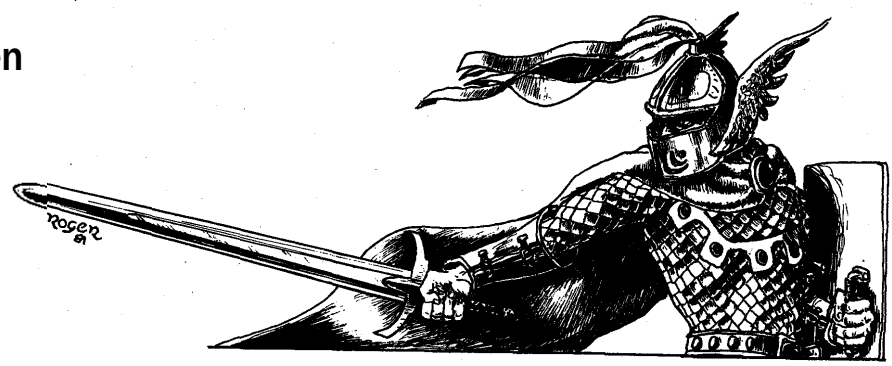
# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

### Poul Anderson's Holger Carlsen



**14th-level Paladin**
ALIGNMENT: *Lawful Good*
HIT POINTS: *131*
ARMOR CLASS: *1*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-8 (+5)*
HIT BONUS: *+2*
MOVE: *9" (18" mounted)*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/93*
INTELLIGENCE: *14*
WISDOM: *15*
DEXTERITY: *17*
CONSTITUTION: *18/34*
CHARISMA: *17*

Holger Carlsen was a mechanical engineer in the United States prior to the outbreak of World War II; when Denmark fell to the Nazis, he returned to his home country and joined the underground. During a daring guerrilla operation, Holger was struck on the head by a bullet, knocking him unconscious. When he came to, he found himself in a land very much like a typical AD&D™ country, complete with gnomes, trolls, elves, witches, and the like. He also found himself in possession of armor, medieval weapons, and a large horse.

Holger strongly suspects that he actually belongs to this faerie world and somehow had been transferred to the modern Earth by magical means, with his memory of the faerie world repressed by spells. He has heard that if he can find a sword named Cortana and grasp it, his true memory will be returned.

Holger Carlsen presents an unusual figure in this magical world. He functions in all ways as an AD&D Paladin, yet isn't quite sure how he is able to use his special powers. He also isn't quite sure of what exactly is going on in this faerie universe, and so acts frequently in an un-Paladinlike sort of way: i.e., telling off-color jokes and songs, associating with chaotic and even evil beings, and approaching people in a naive fashion.

Much of this behavior might be due to the spells ensnaring his memory and obscuring his common sense. Nevertheless, he still has a good heart and will do his utmost to help the poor and downtrodden, and be a friend to all. Now and then, bits and pieces of his true memory come back to him, but they only confuse him more as to what his purpose is in being here.

Holger wears a normal suit of chainmail and uses a shield with three hearts and three lions worked upon the face. His horse is a great black Paladin's warhorse named Papillon ("Butterfly") with maximum hit points (45). He stands 6'4" tall and is heavily muscled. In combat he uses a broadsword, heavy lance, and dagger, all made of cold iron. He has a Holy Symbol in the shape of a cross. The only language he can understand is common (and, at the Dungeon Master's option, the lawful good tongue). He is yellow-haired and has blue eyes.

What Holger Carlsen does not know is that he has been brought to the AD&D universe by Morgan Le Fay (see the DEITIES & DEMIGODS™ cyclopedia). His purpose, knowable by him when he grasps the +5 Holy Avenger longsword Cortana, is to destroy the forces of chaos and evil massing somewhere in the faerie universe. Upon completion of this task, he will disappear, returned to the modern Earth and World War II. Morgan Le Fay will try to convert him to chaotic evil alignment in the meantime.

Rather than being able to use any clerical spells appropriate to his level, Holger is able to use a *Holy Word* spell once a week, though he will (for reasons unknown even to him) be loath to use this except in the most extreme circumstances.

BIBLIOGRAPHY: *Three Hearts And Three Lions* (paperback, Berkeley Books) by Poul Anderson.

*Written by Roger E. Moore*

### Poul Anderson's Hugi

**5th-level gnome Fighter**
ALIGNMENT: *Neutral (good)*
HIT POINTS: *41*
ARMOR CLASS: *8*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4 (+1)*
HIT BONUS: *+1*
MOVE: *6"*
PSIONIC ABILITY: *Nil*
STRENGTH: *17*
INTELLIGENCE: *12*
WISDOM: *14*
CONSTITUTION: *16*
DEXTERITY: *14*
CHARISMA: *13*

Hugi is a typical gnome in many ways, as far as his appearance and attitudes are concerned. He has earth-brown skin

and snow-white hair and beard; his nose is large and sensitive to odors that most demi-humans or humans cannot detect. Hugi prefers earth-toned clothing, usually leather, and goes barefoot when he can. He stands 2'10" in height; his size is a sensitive point with him, and he can pick up an automatic dislike for anyone who is tactless enough to remind him of his short stature. Despite his size, Hugi is surprisingly strong, and he is quite knowledgeable about woods-lore.

Hugi enjoys telling somewhat exaggerated tales about his amatory prowess with the lady gnomes of his home forest, and will repeat endless variations of these stories to any listeners if given half a chance. Though he is not particularly intelligent, he is fairly wise to human motives as well as those of other creatures.

His humor, possibly tainted by past experience with larger humanoid beings, is very often on the morbid side, and he may be prone to laugh at or regard lightly the sufferings of the "bigger folk." Initially he may be gruff and touchy with humans, but he softens and becomes more friendly if treated with respect and good will. His speech has a strong Old English flavor to it.

Hugi's courage is perhaps the most outstanding thing about him. Though he is not averse to going on an adventure for a reward of some gold and a lot of good beer or mead, he does possess a general desire to do good. He is loath to abandon traveling companions on an adventure until the quest is completed, regardless of the possible hazards that may be faced on the way. If his friends are in danger, Hugi will do whatever he can to help, and may even take on formidable opponents like trolls if necessary, though not without some help. His usual weapon on adventures is a single dagger.

BIBLIOGRAPHY: *Three Hearts and Three Lions* (paperback, Berkeley Books) by Poul Anderson.

*Written by Roger E. Moore*

**T. J. Morgan's**

## Ellide

**6th-level Fighter**
ALIGNMENT: *Neutral*
HIT POINTS: *51*
ARMOR CLASS: *-2*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-8 (+3)*
HIT BONUS: *+3*
MOVE: *15"*
PSIONIC ABILITY: *Nil*
STRENGTH: *14*
INTELLIGENCE: *13*
WISDOM: *15*
DEXTERITY: *18*
CONSTITUTION: *14*
CHARISMA: *13*

There was a small village in a polar or subpolar area some time ago that was attacked and plundered one day by barbarians. Having won handily against the ill-trained and lightly armored villagers, the barbarians began dividing up the spoils of their conquest, both the treasure and the non-combatant women.

One of their captives was a young woman named Ellide, who was treated as a sort of outcast by her own people because of her lack of beauty. The barbarian chief gave Ellide over to his men for their amusement. After being battered and abused, Ellide managed to escape the drunken warriors and fled out into the snowy wilderness around the village. After running for a long distance, exhausted and nearly dead from exposure to the subzero temperatures, she collapsed in a snowbank and mumbled out a prayer to her goddess, the Spirit of the White Waste. Ellide's village had once worshipped the goddess but had turned away from her in recent years, until only Ellide had maintained a strong faith in the deity. Her prayer was heard; the goddess, in the form of a great white polar bear, saved her from death and gave her some gifts for her faithfulness. Ellide was given a longsword with a blade of ice (treat as a +3 *Frostbrand* sword), a set of brilliant mail armor (+3) and a set of white breeches, tunic and boots. Her clothes give her the same protection as a *Ring of Warmth* when worn together.

Thus armed and protected, Ellide returned to her village and sought out the barbarian chief. She slew him in single combat, and led his revenge-minded warriors on a wild chase into the snowy

wastes, where she called on her goddess and brought about their doom. She then set out alone across the snows, to act as the personal agent of her deity.

Ellide appears to be an unusually young woman, probably in her late teens or early twenties, with pure white hair and large grey eyes. Though she might be rather plain-looking under other circumstances, her bearing and unusual dress tend to give her a stronger charisma rating. She always travels alone on missions usually known only to herself and her deity. She is neutral in actions toward most people she meets, maintaining a definite distance from all beings in her relationships. She tends to dislike men, and hates barbarians. If she catches any male committing an offense against a woman, she will either attack immediately or draw him into a trap, whereafter she can call upon the powers of her deity for vengeance (usually bringing about multiple *Ice Storm* attacks).

Since Ellide is probably one of the last few people in the world who worships the Spirit of the White Waste, she can call for divine intervention and get it with 80% certainty. Treat her deity as a Lesser Goddess, having full control over spells involving cold, weather, and nature. Ellide can surprise parties (due to her silence and camouflaging dress) on 1-5 on a d6, in snowy places.

BIBLIOGRAPHY: "Woman of the White Waste" (in *Amazons!,* paperback, DAW Books, edited by Jessica Amanda Salmonson) by T. J. Morgan.

*Written by Roger E. Moore*

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

# Island enchanters

**Author's introduction**

Often, in the course of a long campaign, a party of player characters will take a long journey aboard ship to reach a goal. While it is possible to say something like: "After sailing for four weeks, you reach the harbor," many Dungeon Masters prefer to stick more strictly to the time sequence and the campaign map. It can get quite boring for players and DM alike if the DM rolls the dice every so many hexes only to say: "No, nothing encountered." The non-player characters described below have been designed to fill this kind of gap in a campaign. Their islands can be placed wherever the DM wishes.

**William Shakespeare's PROSPERO**

**14th-level Magic-user**
Alignment: *Lawful Good*
Hit Points: *26*
Armor Class: *10*
No. of Attacks: *1*
Damage/Attack: *1-4*
Hit Bonus: *None*
Move: *12"*
Psionic Ability: *Nil*
Strength: *13*
Intelligence: *18*
Wisdom: *14*
Dexterity: *13*
Constitution: *12*
Charisma: *15*

Prospero was once Duke of Milan, but his true love was the study of magic, not the business of government. As he became increasingly engrossed in the magical arts, he turned more and more of the power and the affairs of state over to Antonio, his brother. Antonio was not content with the unusual honors showered upon him and conspired with the King of Naples to oust his brother completely. Only Prospero's great popularity with his people saved his life.

Rather than kill him and risk rebellion, Antonio put Prospero and his three-year-old daughter Miranda into a leaky boat, which was then towed out to sea and abandoned. A good councilor, Gonzalo, managed to smuggle food, clothing, and Prospero's magic books onto the boat. After drifting aimlessly at sea for a long time, the boat ran ashore on a deserted island. There Prospero built a rough home for himself and Miranda and turned to his magical studies as his only consolation.

Prospero is a man in his early forties tall and spare, with a heavy beard streaked with gray, and brooding, dark eyes. His clothing is the much-mended remains of a once-splendid wardrobe: worn brocades and dirty velvets in an early Elizabethan style. In spite of his situation, he is still a courtly nobleman, courteous and gracious. Since he has good reason to fear for his life, however, he will be very suspicious of strangers at first. Once he is sure that they aren't assassins sent by his brother, he will unbend and treat his guests well. He will politely refuse any offers of rescue, because he is brewing an elaborate plan of revenge on the usurpers of his dukedom.

To avoid undue complications, the DM should make Miranda a timid child of age 12 or so, rather than the beautiful young woman depicted in The Tempest by Shakespeare. She will be wearing roughly sewn clothes cut down from her father's cast-offs.

Since Prospero has a formidable knowledge of magic as well as a large library of books, it is likely that greedy player-character magic-users will try to pick his brain for their own spell books. However, Prospero has developed an ambivalent attitude toward magic since, after all, it's the cause of his present difficulties. If pressed, he will warn the character against delving too deeply into dark things and refuse to trade a spell for anything other than concrete news about his homeland. If, for instance, the player of a character has read *The Tempest* and is clever enough to tell Prospero that Duke Antonio, the King of Naples, and the king's son are planning to take a long sea voyage soon, then that character would by all means be rewarded with a low-level spell, if a magic-user, or some minor magical item usable by his or her class, if not.

If the DM chooses Prospero's spells, one of them should always be *Control Weather.* Prospero also has a special spell, *Power Word, Cramps,* described in detail by Shakespeare. Since this spell is not a part of the AD&D™ rules, the DM should never let a player character learn this spell for his or her own use. If the DM wishes, he or she may use the following list of spells, which includes all of those mentioned in Shakespeare's play.

First level: *Charm Person, Message, Read Magic, Sleep, Write.*

Second level: Detect *Evil, ESP, forget, Invisibility, Scare.*

Third level: *Clairaudience, Clairvoyance, Hold Person, Slow, Tongues.*

Fourth level: *Charm Monster, Fear, Hallucinatory Terrain, Remove Curse.*

Fifth level: *Airy Water, Conjure Elementals, Distance Distortion, Hold Monster.*

Sixth level: *Control Weather, Spiritwrack.*

Seventh level: *Power Word, Cramps.* This spell is cast like *Power Word, Stun* except that the material component is a thorn. The afflicted creature will suffer cramps and aches in all of his or her joints, as well as sharp pains in the side, like a combination of having arthritis and being pinched all over.

Prospero owns a white *Robe of the Archmagi* and a *Libram of Silver Magic.*

**Prospero's servants**

Prospero has two servants of vastly different natures who can have a great effect on the outcome of encounters with the duke-magician and his daughter. They are Ariel and Caliban, for which descriptions are given below.

**Ariel, a high-grade air elemental**
Armor class: *2*
Move: *36"*
Hit Dice: *16*
No. of Attacks: *1*
Damage/Attack: *2-20*
Special Attacks: *Whirlwind, as per a regular air elemental; Sleep spell*
Special Defenses: *+2 weapon to hit; Invisibility and Blink spells*
Magic Resistance: *Standard*
Intelligence: *Average*
Alignment: *Neutral*
Size: *L (but see below)*
Psionic Ability: *Nil*

Ariel is a much higher grade of air elemental than would normally serve any magic-user. Prospero freed it from imprisonment inside an oak tree, where it was trapped by an evil witch named Sycorax. In gratitude, Ariel swore an oath to serve Prospero until Prospero achieves his revenge on his brother. Though Ariel longs for his ultimate freedom, he serves Prospero well and loyally.

Ariel can assume the shape of a slender adolescent boy when he wishes to communicate with dwellers on the Prime Material plane. In his whirlwind form, he is size L. He has 2-8 lesser elementals, with 8 hit dice each, at his command. In the form of breezes, these elementals constantly spy around the island and report anything unusual to Ariel immediately. If Prospero is physically attacked, Ariel and the others will rush to his defense, appearing after one melee round in the form of whirlwinds.

**Caliban, a half-orc**
Alignment: *Chaotic evil*
Hit Points: *7*
Armor Class: *9*
No. of Attacks: *1*
Damage/Attack: *1-6 (axe)*
Hit Bonus: *+1*
Move: *9"*
Psionic Ability: *Nil*
Strength: *17*
Intelligence: *4*
Wisdom: *2*
Dexterity: *10*
Constitution: *14*
Charisma: *2*

Caliban's human mother, Sycorax, was run out of her former town and exiled to the island Prospero lives on. At the time, rumors had it that she was pregnant by a demon or devil, but Caliban's appearance indicates that his father was an orc of the vilest type,

Caliban is shambling, brutish and hairy, with a swinish cast to his features. He has one twisted foot, which slows his movement rate. Over a filthy tunic, he wears a heavy leather jerkin. He carries a woodsman's axe, and he can also use a log as a cudgel. If engaged in weaponless combat, he will bite if he gets the chance.

He is utterly unreliable, a liar and an ingrate who has made improper advances to Miranda, even though Prospero has fed, clothed, and tried to educate him. Caliban hates Prospero and does his menial work only out of fear, especially of that *Power Word, Cramps* spell. Caliban will try to get the party of adventurers to turn against Prospero and burn the duke's magic books. If the party gives him liquor, Caliban will think them to be gods and will do anything they say to get more.

Source: The Tempest by Shakespeare.
*Written by Katharine Brahtin Kerr*

**CIRCE**
**The Beast-Mistress**

**18th-level Magic-user**
Alignment: *Chaotic neutral*
Hit Points: *38*
Armor Class: *10*
No. of Attacks: *1*
Damage/Attack: *1-4*
Move: *12"*
Hit Bonus: *None*
Psionic Ability: *132 points*
Attack/Defense Modes: *D/F,G*
Strength: *11*
Intelligence: *18*
Wisdom: *14*
Dexterity: *13*
Constitution: *12*
Charisma: *18*

Very little is known about Circe's background or family. Although she likes to style herself a daughter of the sun god, Apollo, unkind folk point out that if that's the case, then she's a very unworthy daughter for her famous father. What is certain is that she is a woman of great wealth and magical power. For years, she has lived on an island which she claims Apollo himself gave to her. Others say that she stole it from an unfortunate minor king named Picus, whom she then turned into a woodpecker.

Circe is a very beautiful woman, with honey blonde hair and wide, innocent blue eyes. She is always beautifully dressed in long, embroidered tunics, with a golden fillet to keep her hair in place. Her manner, particularly toward fighters, is seductive, reminiscent of the madame of a very high-class brothel with a touch of sweet southern belle thrown in. She loves to act like a weak little woman who is overawed by anyone

as strong and brave as a party of adventurers. Underneath, of course, she is tough as nails and malicious to boot. There is a 65% probability that a woman adventurer in the party will see through her immediately, but even if one does, there is only a 5% probability that any of the men will listen to her. (Roll separately for each party member.)

While men have always considered her evil in alignment, Circe is basically only out for herself. She can be quite kind to women, particularly her maidservants, as long as the woman in question doesn't cross her. She turns men into animals merely because it amuses her, not because she is devoted to any dark power. In many respects she is highly cultured, with a taste for music, painting, and fine needle work of all sorts.

Her island is a lovely spot, always warm and sunny no matter what the weather in the rest of the ocean. A *Detect Magic* spell will show that the place is enchanted down to the very stones. From a shallow harbor, a narrow road runs to a splendid palace set in the middle of flower gardens. These flowers will be blooming no matter what time of year it is. In the garden, either chained outside or kept in golden cages, are many lions, leopards, and wolves. Though the animals look well cared for, they are all mopey and miserable. If a party of adventurers approaches them, they will whine and fawn as though desperately trying to make friends. Behind the palace are vegetable gardens and farm animals, including an unusually large number of swine. Again, if a party approaches, the swine will rush grunting and squealing to the side of their pen.

The animals and gardens are tended by pretty young women who are all unusually friendly (+25 modifier on the encounter reaction table, page 63, AD&D Dungeon Masters Guide). The women will eventually volunteer the information that their mistress is very hospitable to strangers and will offer to lead the party inside the palace.

In a glorious room with a tiled floor and golden walls, Circe herself will be sitting at a loom and singing while she weaves a fine tapestry. She will introduce herself as Glauce, a Greek name that roughly translates as "Sweetie." If anyone knows or guesses her real name, she will pretend to be making a joke, but inside she'll be livid with rage. Circe will insist that the adventurers join her and her maidservants for a feast. Then she will summon the women, who will lay out food and drink and begin flirting with the adventurers, regardless of race. Circe will flirt with the leader of the party.

One bite of Circe's food or one swallow of drink from her table will turn any adventurer who is not wearing *moly (see* below) into an animal. While a saving throw against polymorph should be allowed, it should be at -5, because her magic is two-pronged. Not only are there enchanted herbs in the food, but Circe has the *Polymorph Others* spell and a *Wand of Polymorphing.* The DM may opt for two separate saving throws with no modifier, if he or she prefers. Any player characters failing the saving throw(s) will be transformed thusly: clerics into lions, fighters into wolves, thieves into leopards, and magic-users (and any low-class hirelings or henchmen) into swine. Out of professional jealousy, Circe particularly dislikes magic-users.

If any character makes the saving throw(s), Circe will be furious. She will attack with other spells (DM's choice). If those fail, she will attack physically with fists and fingernails (use the pummeling table, page 72, DMG). The other women will scream and cower helplessly while all this is going on.

If a male warrior overmasters Circe at this point, she will turn weak and seductive, pretending that he's the man she's been waiting for all her life. Under this act, she will be plotting revenge. If the party outright refuses the offer of her food and drink, she will be first persuasive, then sulky, then furious enough to attack.

The best way to get the upper hand over Circe is to possess the strange herb known as *moly.* The god Hermes gave Ulysses some of this herb, said to grow only in Olympus. With it, Ulysses mastered Circe's magic and made her turn his crew back into men from swine. If the DM wants moly available in the campaign, it should either be fantastically expensive or else a gift to a cleric from his or her god.

If a character wears moly, all of Circe's *polymorph* spells will fail against that character, and the power of her other spells against that character will be weakened considerably; the character should get a +2 on all saving throws against her magic. Circe cannot touch this herb to steal it away, nor can her maidservants.

If the party impresses her with its superior strength and abilities, Circe can be reasoned with. If she is offered a reward, it is 75% likely that she will aid the party in some way, usually giving advice or information about the seas ahead. The reward must consist of luxury goods such as jewels and perfumes with a value of at least 10,000 gp. The chances of her agreeing to give advice or assistance increases by 5% increments for every additional 10,000 gp worth of reward offered. The fee for casting a spell or giving other great magical aid would be twice this amount. If the requested aid is easy to provide or if it amuses her to do so, Circe will be quite trustworthy. If it comes to bore her (65% chance,) she will have to be bribed further to continue.

She may release some of her imprisoned animals— for a price. The DM will have to determine how many, depending on how many the characters either want to release or have room aboard ship to rescue. There can be special cases: A paladin would never leave Circe's island without attempting to rescue every man/animal on it. DMs should consider alignment carefully when judging this aspect of the encounter.

If the party manages to overpower Circe so completely that she fears for her life, she will offer them all the riches of her palace as ransom, as well as freeing all the polymorphed men. The DM should describe a treasure so rich that the players think they've wandered into a Monty Haul campaign. As soon as they are one hex distant from the island after their departure with the treasure, 90% of the haul will turn to dead leaves, straw, and pig food. The freed men, however, will retain their human forms and will be very loyal to the party. Allowing for alignment differences, the DM should give a +15 bonus to the charisma modifier.

If the party attempts to sail back to the island when they discover Circe's treachery with the treasure, they will find only a faint lavender mist hanging over the ocean where the island formerly was.

If the DM wishes to choose Circe's spells, the various versions of *polymorph* should obviously be included. To save time, the DM may follow this list:

First level: *Charm Person, Comprehend Languages, Friends, Read Magic, Sleep.*

Second level: *Detect Invisibility, ESP, Forget, Ray of Enfeeblement, Web.*

Third level: *Fly, Hold Person, Dispel Magic, Slow, Suggestion.*

Fourth level: Charm Monster, Confusion, Fear, Polymorph Other, Massmorph.

Fifth level: *Animal Growth, Feeblemind, Hold Monster, Passwall, Transmute Rock to Mud.*

Sixth level: *Control Weather, Enchant an Item, Legend Lore.*

Seventh level: *Charm Plants, Mass Invisibility, Vanish.*

Eighth level: *Mass Charm, Polymorph any Object.*

Ninth level: *Imprisonment.*

As for Circe's psionic disciplines, *Mass Domination* and *Shape Alteration* should be considered her major sciences. Her minor devotions are *Animal Telepathy* and *Hypnosis.*

Sources: Circe is a common figure in Graeco-Roman literature. The best Sources are the *Odyssey* by Homer, Book VIII, and the *Aeneid* by Vergil, Book VII. The DM can also look up her reference in the *Oxford Classical Dictionary* for the various conflicting legends.

*Written by Katharine Brahtin Kerr*

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

**E.R. Eddison's**
**FOUR LORDS OF DEMONLAND**

| | Lord Juss | Lord Spitfire | Lord Goldry Bluszco | Lord Brandoch Daha |
|---|---|---|---|---|
| | **l5th-level fighter 14th-level m-u** | **l6th-level fighter** | **2Oth-level fighter** | **18th-level fighter** |
| ALIGN. | Lawful Good | Lawful Good | Lawful Good | Lawful Good |
| HIT POINTS | 105 | 117 | 149 | 132 |
| AC | -5 | -1 | -2 | -3 |
| NO. ATT. | 2 | 2 | 1-10(+11) | 2 |
| DAM/ATT. | 1-8(+6) | 1-8(+7) | | 1-8(+9) |
| HIT BONUS | +5 | +5 | +7 | +6 |
| MOVE | 12" | 12" | 12" | 12" |
| PSIONICS | Nil | Nil | Nil | Nil |
| STR | 18/51 | 18/89 | 19 | 18/00 |
| INT | 18/98 | 15 | 15 | 16 |
| WIS | 18/97 | 14 | 16 | 15 |
| DEX | 18/21 | 17 | 18/85 | 18/00 |
| CON | 16 | 17 | 19 | 18/87 |
| CHA | 19 | 18/23 | 18/97 | 18/92 |

On an alternate prime material plane, on a counterpart of the planet Mercury, is a country peopled by various human-like beings unlike those described in the AD&D™ rules. Some of these beings are known as demons, though they have no relation whatsoever to the demons of the Abyss in an AD&D game, and they tend to be fervently lawful good in nature. Their mountainous kingdom by the shores of a great sea is fertile, wealthy and free. They are ruled by Lord Juss, his brothers Spitfire and Goldry Bluszco, and their cousin Lord Brandoch Daha. They are the greatest warriors of their country, all wise and skillful in the arts of war, horsemanship, and sailing. Like all demons, these four Lords have small horns upon their heads (not used for fighting, however); otherwise they closely resemble normal humans.

These four Lords are aristocratic and courteous in temperament, always treating their most dire enemies with honor. Their language and manner of speaking is rich and archaic in flavor, and conveys their noble status clearly. They are fond of jests and may make humorous commentary even under the most trying circumstances. Demons do not lie; they tend to be extraordinarily brave and fearless, standing up against the most dangerous opponents with confidence. These traits are magnified further in the four Lords described here.

The four Demon Lords have alabaster-white skins, adorned with mustaches and neatly trimmed beards, and dress in beautiful and valuable garments. Each has a set of golden byrny equivalent to +3 chainmail, and each wears an *Amulet of Protection from Enchanted or Conjured Monsters,* made by Lord Juss.

**Lord Juss** is Demonland's King, the wisest and most intelligent of all demons. He is the eldest of the four lords, having the appearance of a man in his early 30's (the rest look like they are in their late 20's). He has light brown-gold hair and violet eyes. He wears a x3 *Cloak of Protection,* made by sylphs, that only functions for lawful good characters. In battle he uses a +3 longsword.

Lord Juss is an excellent judge of character, correctly recognizing another

person's general alignment and personality traits after only a few minutes of conversation. Though he is skilled as a magic-user, he chooses not to use his talents often, since magic is not highly regarded by the demons of this world. Sometimes he may have dreams in which a clue to a puzzle or dilemma is given for him to act upon.

**Lord Spitfire** is somewhat rash and impulsive but very daring, and may well be the first of the demons to draw his sword for battle (which he dearly loves). His hair is bright yellow. Like his older brother, he uses a +3 longsword in battle, and is an outstanding commander.

**Lord Goldry Bluszco** ranks as the world's greatest warrior and captains Demonland's armies. Some compare his dark brown hair, physique and appearance to those of a god. Immensely strong, he is an unexcelled wrestler. On his clothing are usually found patterns and designs with heart-shapes, since the heart is his personal symbol. In battle he uses a +4 two-handed sword made for him by elves. In some ways, though his brother Juss is a better ruler, Goldry is more loved by the beings of Demonland than any other Lord.

**Lord Brandoch Daha** is tall and thin in build. He has golden hair and possesses a strange, almost feminine grace and style that leads many opponents to underestimate his fighting prowess. He is the second most powerful warrior of Demonland and the world, living in a province some distance from his cousins. He appears amused in the face of enemies, seeming to have little regard for them as opponents; his smile and his manner of playing with his sword hilt can make one very uncomfortable. He uses a +3 longsword in combat.

Moreso than the other Lords, Brandoch Daha is prone to fall for beautiful women and is lusty in nature — as much as a lawful good person can be.

Although highly unlikely, it is possible for these Lords to be encountered on planes and universes other than their own, perhaps when they are on some form of quest for the sake of their kingdom and homes. When they behave as friends, their aid cannot be matched; as enemies, they may well be the last ones an adversary will ever have.

BIBLIOGRAPHY: *The Worm Ouroboros* (paperback, Ballantine Books) by E. R. Eddison.

*Written by Roger E. Moore*

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**Ursula K. LeGuin's**
**GAVERAL ROCANNON**
**11th-level Fighter**

ALIGNMENT: *Lawful Good*
HIT POINTS: *92*
ARMOR CLASS: *10 (Special; see below)*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+1)*
MOVE: *12"*
PSIONIC ABILITY: *310*
Attack/Defense Modes: *None/all*
STRENGTH: *16*
INTELLIGENCE: *17*
WISDOM: *17*
DEXTERITY: *14*
CONSTITUTION: *15*
CHARISMA: *19/17*

Gaveral Rocannon is an ethnographic scientist for the League of All Worlds, an interstellar federation of human-populated worlds in the Galaxy. At the age of 43 he was made director of a survey team charged with the exploration of an unnamed world possessing a number of medieval-culture humanoid races. Just as he and the rest of his team were preparing to leave the planet and report back to the League, their starship was attacked and all but Rocannon, who was with the castle-dwelling Liuar folk, were killed.

By listening to his radio, Rocannon learned that the world had been invaded by troops from another League planet, now in open rebellion and planning to use this world as their secret raiding base.

Rocannon vowed to take vengeance for the deaths of his friends. He set off with a Liuar friend, Lord Mogien, to find and somehow destroy the secret starbase. On the way they were joined by other adventurers who had the same desire: Kyo, an elf-like being whose village was destroyed by the invaders; Yahn, a Liuar man who became Rocannon's henchman; and several other Liuar warriors.

The party rode windsteeds to their destination. These are great catlike, winged beasts that could be ridden in flight. Treat them as AD&D tigers, moving at 48" flying unmounted and 36" mounted. They are grey, black or white in color, with dark stripes, and can hover in flight.

The party fought their way through barbarians, bandits, and angelic-like vampires across two continents. When they reached the last great mountain chain between them and the starbase, only Rocannon, Mogien, and Yahan were left.

It was in these mountains that Rocannon was changed forever. One night he met a small, elderly being by a well inside a cave. Rocannon was allowed to drink from the well; from this and the teachings of the elderly being (called an Ancient One), he developed his latent psionic talents.

As Rocannon and his men were leaving the mountains they were attacked by an invader's helicopter. Rocannon's right hand was permanently crippled by laser fire. Lord Mogien flew his windsteed into the helicopter and destroyed it, but was himself slain. This, the loss of Rocannon's closest friend, was the unknown price the Ancient One had said he would have to pay for fulfillment of his desire to destroy the starbase. Unconscious, Rocannon was carried down from the mountains to a Liuar country by Yahan.

After he recovered, Rocannon set out for the starbase alone. Using his psionic talents, he infiltrated its defenses and sent a message on a starship communicator to the League, calling down an attack on the base by faster-than-light starships. He quickly fled the base, and shortly thereafter it was destroyed. Rocannon returned to the Liuar country and became their ruler.

Rocannon is known to the Liuar as the Wanderer, Olhor, a being whose coming was prophesied in legends. The knowledge that he has met with an Ancient One, the tales of his invulnerability (due to his impermasuit, described below), his dauntless courage, and his apparently single-handed destruction of the rebel starbase and its forces have all combined with his own naturally high charisma to give him an effective charisma of 19 to the Liuar and all associated peoples. By nature he is honest, thoughtful, and peaceable.

After his return from destroying the starbase, Rocannon married a widowed queen of the Liuar and gave her a jeweled necklace that he'd carried all through his adventures: The Eye of the Sea is a huge sapphire on a golden chain, worth about 50,000 gp. Rocannon still owns his impermasuit, an extremely advanced form of personal armor so thin as to be

invisible and skintight. He will wear this suit when preparing for battle. It completely protects him from radiation, weather, all heat or cold attacks, poison gases, electricity and acids. Up to 100 points of physical damage per round are absorbed by the suit, with damage in excess of this being taken from Rocannon's own hit points. He may move at normal speed in this suit. Rocannon carries a longsword and rides a windsteed with more hit points than most of its type.

Rocannon possesses the psionic disciplines of *Clairaudience, Clairvoyance, Empathy, ESP, Mind Bar,* and *Telepathy.* The first four powers are usable at ranges of up to 20 miles or so without penalty. He may be counted on to use his powers against any enemy encampments, eliminating the possibility of a surprise attack by the opponents. If using his powers, Rocannon will always surprise opponents unless they too are psionic.

Physically, .Rocannon is an attractive man with pale skin and dark grey hair. He is not a Terran human, but was born of another human-related race called the Hainish. Those who meet with Rocannon are left with the impression that there is something very different and special about him, and there will be the feeling that he is not one of this world. The DM can, of course, assume that Rocannon's adopted world is that of the current D&D campaign.

BIBLIOGRAPHY: *Rocannon's World* (paperback, Ace Books) by Ursula K. LeGuin.

*Written by Roger E. Moore*


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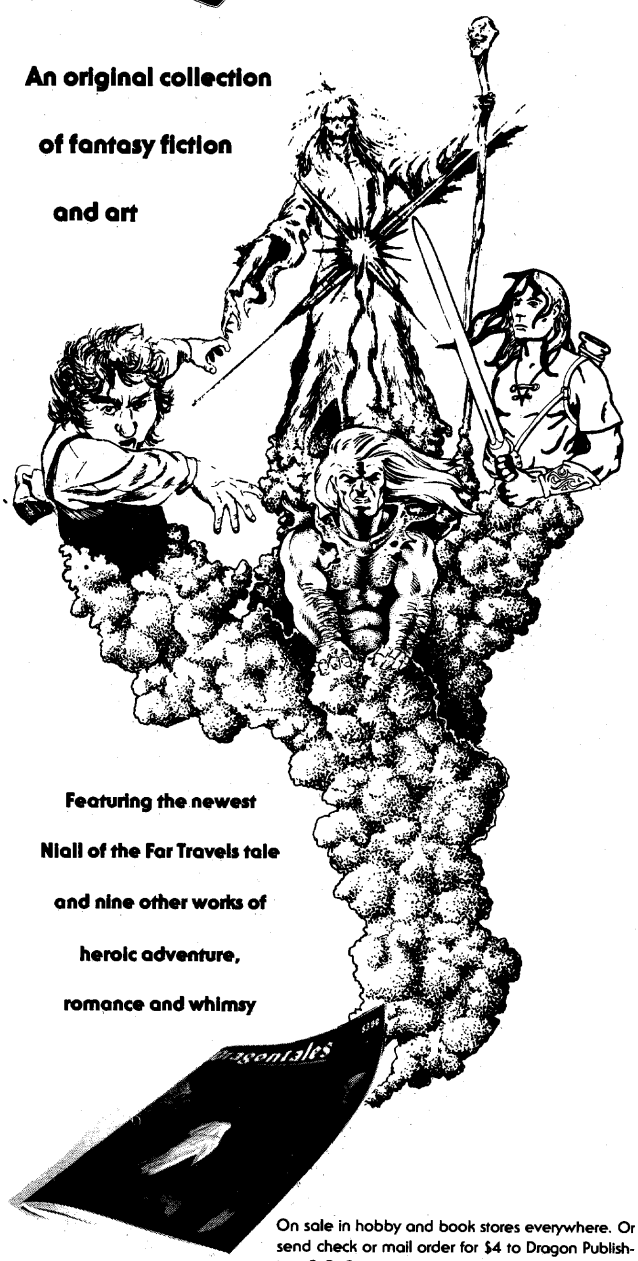

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# The winners!

**Great Gen Con Miniatures Open**

There was well over $1,000 worth of value in the prize fund for the first running of the Great Gen Con Miniatures Open painting contest — and if time is money, there was at least that much invested in the nine entries which won top prizes for their creators.

The winners of the contest, held at the Gen Con® XIV convention Aug. 13-16, were as follows:

Best Monster and Best in Show: Eric Heaps, Milwaukee, Wis.

15mm or microscale historical diorama: Mike Smul, Milwaukee, Wis.

25mm historical unit: James Zylka, Milwaukee, Wis.

15mm or microscale SF or fantasy diorama: Dan Sample, Port Byron, Ill.

25mm fantasy unit: Mike Smul, Milwaukee, Wis.

25mm SF or fantasy small scenario: Tim Elliot, Glenview, Ill.

25mm SF or fantasy large diorama: Tony Toich, Omaha, Neb.

54mm or larger single figure: Jay Adams, Lithonia, Ga.

54mm or larger scenario: Steven Meyer, Princeton, Iowa.

Companies which contributed merchandise and/or gift certificates as prizes for the competition included: Archive Miniatures, Boardcraft, Broadsword Miniatures, Castle Creations, The Citadel, Dragon Publishing, Excellence in Metal Miniatures, GHQ Miniatures, Grenadier Models Inc., Heritage Miniatures, House of the Seven Dragons, Manzakk Publishing, Martian Metals, Minifigs, Floquil/Polly S Paints, Polk's Model Craft, Ral Partha, Saxon Miniatures, Ta-Hr Miniatures, Teka Brushes, and TSR Hobbies, Inc.

**Gen Con XIV AD&D™ Open Tournament**

The top 10 finishers in the AD&D Open competition held at Gen Con XIV are listed below. Each of the prizewinners took home a trophy courtesy of TSR Hobbies, and will recieve as part of their prize a copy of each boxed set of AD&D miniature figures to be released by Grenadier through the 1982-83 issues. The winners:

John Lourinic, Chicago, Ill.
Tim Lorello, Chicago, Ill.
Robert Sotomayor, Chicago, Ill.
Dave Chaney, Lisle, Ill.
Cheri Ruben, Lisle, Ill.
Jeff Triska, Broadview, Ill.
John Panosh, Berwyn, Ill.
Joseph A Jechenthal III, Broadview, Ill.
Mary Erhart, Chicago, Ill.
Rafael Garza, Joliet, Ill.

**Grenadier painting contest**

Tony Toich and Dan Sample, two of the winners in the Great Gen Con Miniatures Open, placed first and second, respectively, in the single-figure division of the painting contest sponsored by Grenadier Models at Gen Con XIV. Third place in that division was won by Sue Bayler.

The top three finishers in the diorama division of the Grenadier competition were Mike Lange, Sue Crosby, and Mike Jansen.

**A Ring of Middleton?**

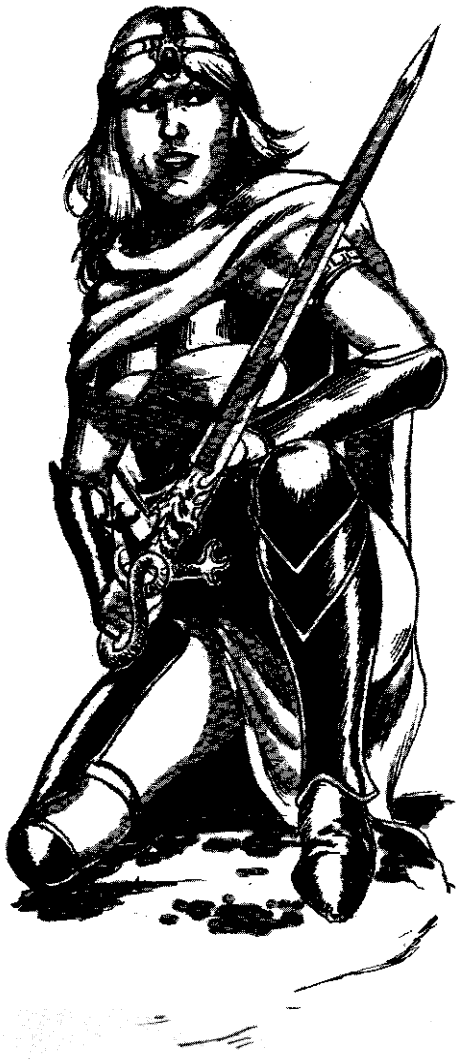
Doug Jones, who can be reached at Rockford College, Rockford IL 61101, is hoping to locate the owner of a gold class ring which was lost at Gen Con XIV. The ring is one from Middleton (Wis.) High School, Class of 1980, and can be positively identified by the owner citing the initials engraved on the inside of the ring.

# GIANTS IN THE EARTH
## CLASSIC HEROES FROM FICTION & LITERATURE

**C.J. Cherryh's**
**MORGAINE**

ALIGNMENT: *Chaotic neutral*
HIT POINTS: *116*
ARMOR CLASS: *1 (+2 chain, +2 dex.)*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *Special*
HIT *BONUS:+ 5 (see below)*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *15*
INTELLIGENCE: *17*
WISDOM: *18/61*
DEXTERITY: *16*
CONSTITUTION: *16*
CHARISMA: *18/11*
*Half-elf 17th-level fighter, 3rd-level magic-user*

*Written by Pat Rankin*



Morgaine is from a universe where an early civilization discovered or invented the ability to teleport via gates. These gates are controlled by a mechanical contrivance housed in a large cubical building. The lesser gates on a planet can transfer someone through space and/or time between each other. The master gate of a planet is physically located near the control center and has the additional capability to teleport to gates on other planets.

After the early civilization died out, the lone surviving gate was discovered by the *qhal* civilization. The *qhal* sent ships through space to other planets to construct more gates, thereby creating a chain of gates throughout their galaxy. They manipulated the planets and life forms they encountered as they saw fit (including transporting humans to many worlds). They often gated into the future to observe the long-term results of their experiments. Since they were afraid of the paradox which might be created, they refrained from travelling into the past, but because of this more and more of them gradually ended up stranded in the far future. Eventually, someone travelled backward in time through one of the gates and changed the past; thereby disrupting the fabric of time and space and destroying the *qhal* civilization. But the gates survived.

When the original civilization recovered and redeveloped, those in charge (surprisingly rational but characteristically simplistic) resolved to try to destroy the gates. They decided to send a team through the chain of gates, to seal each link as it passed through, until eventually no other gates would exist and the team would end up in the void of space after sealing the last gate. They knew it could easily take more than one generation to complete the task.

Morgaine is the last survivor of the 100-member team sent out to seal the gates. She carries out her *Quest* with fanatical dedication and with absolutely no regard for the consequences to each planet she passes through.

For AD&D™ game purposes, consider the *qhal* to be elves. Morgaine resembles a *qhal,* hence her appearance is that of a tall gray elf with frost-colored hair and gray eyes. She wears no helmet and her black armor incompletely covers her body, but consider it as +2 chainmail. She has a great white cloak which provides excellent protection against inclement weather.

Morgaine is a brilliant tactician and an expert observer. Her fighter level reflects these skills more than it reflects individual combat ability. She will avoid confrontation if possible and attempt to destroy an adversary at a distance if conflict is unavoidable. She does not cast spells as such, but in the course of her travels she has picked up much knowledge of magic use and will use scroll spells or magical devices to accomplish her goal.

Morgaine's most visible and perhaps most formidable weapon is her sword *Changeling,* but her principal means of attack/defense is a small black object, presumably magical in nature and shaped like a hand-held phaser (a la *Star Trek),* with two modes of firing. The first is a white beam which leaves no visible wound *(magic missile x1,* 3-6 HP damage). The second mode of firing is a red beam that does fire damage (as an acorn *fire seed +2,* 4-18 HP damage, flames burst in a ½" radius on contact; see 6th-level druid spell *fire seeds).*

Although this device has many properties of a magic wand, its effect is that of a missile weapon with a normal chance to hit and the range of a heavy crossbow. Morgaine fires it at +5 to hit. It can fire twice per round but requires two full rounds of inaction to change from one beam type to the other. It can be fired up to 100 times before it must be recharged. (It is recharged by sunlight, but if someone steals or captures it he/she won't know that, even if he/she has seen Morgaine use it. The recharging is accomplished at the rate of 1 charge gained for each hour of exposure to direct sunlight.)

Her other possessions include a short sword (her honor blade; see description

of Vanye below) and her medical kit. Treat the kit as a jar of *Keoghtom's Ointment* — 5 applications that cure poison or disease when taken internally, or can cure 9-12 points of damage when used externally. (The kit is recharged by sunlight at a rate of 1 application per week; it can be recharged 4 more times before it is functionally exhausted.)

Morgaine rides a gray medium warhorse named Siptah; he carries her as a light warhorse.

Morgaine is paranoid about her ownership of *Changeling* and usually sleeps with it in her arms. She is manic depressive and periodically becomes irrational about her desire to get on with her quest. At these times she's especially dangerous, although it's always as dangerous to be her ally as it is to be her enemy. She probably began her career as lawful good in alignment, but she is definitely chaotic neutral now.

Morgaine speaks several languages, but they are all from worlds long past; she speaks elvish that is generally understood by elves of all worlds. (At the DM's option, she can speak common with an archaic accent.)

Morgaine will not turn up because of wanderlust or the whim of some god. She is on a specific quest which is all-consuming, and she pursues it with ruthlessness. Her conscience often makes her regret the past, but it in no way influences the present. She is quite capable of raising vast armies and sending them to their doom if it serves to benefit her personal quest. She'll sacrifice anything or anyone, including Vanye, for its furtherance. Her companions often end up in *Changeling's* void.

**Changeling**

Morgaine's sword *Changeling* (chaotic evil in alignment) is a powerful artifact created by a former comrade. Its golden hilt is in the shape of a dragon with the blade held in its teeth, forelegs stretched to form the crosspiece, and the tail curving around as a hand guard. Its sheath is plain and ordinary, except for its ability to quench *Changeling's* powers.

The sword's blade is like a shard of glass. It is intertwined with runes which spell out the total operation of the gates and their control centers. When it is unsheathed, the blade glows with bright opalescent light, making the runes almost impossible to perceive. At the blade's tip is a warp in space similar to a *sphere of annihilation.* This hole shows stars shining through; a howling wind is sucked into it, and the air and other debris is teleported out into space. The sword is itself a gate. Anyone or anything coming within range (long sword range, no roll "to hit" required) is teleported away (roll only once each time *Changeling* is unsheathed):

| d% | destination | result |
|---|---|---|
| 01-05 | gate, this world | disorientation, shock |
| 06-30 | gate, another world* | disorientation, shock |
| 31-90 | outer space* | death |
| 91-00 | void | non-existence (as per DMG) |

* — Roll again for beings from another plane; they are returned to that plane on a roll of 21-80.

After *Changeling's* teleporting power is used once it has been unsheathed, Morgaine can attack with the blade at +5 to hit and to damage (anyone else holding the sword attacks at +3).

The sword can attack once every two segments. However, wielding it drains 1 point of strength per round, 1 constitution point every other round, and 5 hit points after every third round of continual use. Hit points are recovered in the

normal way, constitution points are recovered at the rate of 1 for each hour of light activity, and strength points at the rate of 1 point per two turns (3 per hour) of complete rest.

When unsheathed, *Changeling* confers a +5 protection from magic within a 10-foot radius. (Even when sheathed, it provides +2 protection within a 5-foot radius.) Used defensively, the sword can intercept missiles and send them into the void or distort their flight. Morgaine's armor class is bettered by 8, Vanye's by 4, and anyone else trying to wield it gets a +2 bonus to AC. Using the unsheathed sword in this relatively passive manner drains the wielder of strength, constitution, and hit points at half the rate of using it offensively. When *Changeling* is unsheathed, all characters within sight of the weapon suffer a -40% morale penalty.

*Changeling* can locate gates, and can guide someone through their control center so that he or she can shut down the master gate without otherwise knowing how to operate it.

The only way to destroy *Changeling* is to throw or bear it unsheathed into a gate. The sword (and the perpetrator) and the gates on that planet are thereby destroyed in a series of tremendous implosions.

**VANYE**

**7th-level fighter**
ALIGNMENT: *Lawful neutral*
HIT POINTS: *63*
ARMOR CLASS: *3 (+1 chain, +1 dex)*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *7-8 (+2)*
HIT BONUS: *+1 (+3)*
MOVE: *9"*
PSIONIC ABILITY: *Nil*
STRENGTH: *16*
INTELLIGENCE: *13*
WISDOM: *9*
DEXTERITY: *15*
CONSTITUTION: *17*
CHARISMA: *13 (8)*

Vanye is Morgaine's henchman, and addresses her as *"liyo."* He is *ilin* to her: superhenchman — a sort of mercenary-cum-slave. She tricked him when she claimed him, which is done-by giving food and shelter. An *ilin* must serve for one year from the time of claiming, or until a specific task (in this case, Morgaine's quest) is performed. The *liyo* must provide weapons, food, and shelter for the *ilin* and his mount.

Vanye became an *ilin* when he slew his eldest brother and maimed the sword hand of his other brother, then refused to commit suicide. His father cut off his warrior's braid, labeled him a coward, and broke his honor blade.

Vanye's hair has since grown back, and he again wears the warrior's braid of his homeland. He has brown hair and dark eyes, and is of medium build. A distinguishing mark is a pair of parallel scars in the palm of his hand. He wears chainmail and a peaked helm with a white scarf tied around it (the sign of an *ilin).* He normally wears his sword on his shoulder or hung from his saddle horn beneath his knee. A hook on his sword belt lets the scabbard slide from his shoulder down to his hip, where the blade is ready to be drawn. The short sword on his belt is his honor blade, used for suicide and certain other rituals such as administering a *coup de grace.*

Vanye's favored weapon is the long sword. He is also proficient with the lance, axe, and composite bow. He attacks at +1 to hit/damage due to his recklessness, and he gains an additional +3 to hit when mounted. He won't use his honor blade to fight with, but he might use it to save his own life, and he'll definitely use it to save Morgaine's life.

Vanye is fanatically loyal to Morgaine. Once lawful good, he was forced into neutrality due to kinslaying and the fact that he originally considered Morgaine to be evil. However, he is still lawful (due to his adherence to the *ilin* code, not his loyalty to Morgaine). Morgaine never tells her plans to anyone, but Vanye might do such a thing, or he might otherwise disobey her if he thinks he can help her in spite of herself.

His full name is Nhi Vanye i Chya, meaning that his father was of clan Nhi and his mother from clan Chya. He is independent, stubborn, reckless, a good warrior, an excellent horseman, and "honorable to the point of obsession." These are all considered traits of clan Nhi. He also has a fierce pride that can override his common sense, an artistic aptitude, and volatility, all acquired from his Chya heritage. He mistakenly considers himself to be a coward, and there is a 25% chance that when encountered he will have shorn off his warrior's braid, thereby reducing his charisma to 8 (due to his self-perception, not necessarily his appearance). This is in spite of the fact that *ilinin* traditionally have no honor of their own; their *liyo* is solely responsible for their actions and can order them to perform dishonorable deeds.

Vanye grew up as an illegitimate son in the hall of the clan-lord (his father), with two legitimate, older half-brothers. When he sees mistreatment that reminds him of his youth, or any mistreatment of horses, he becomes sorely tempted to try to put things to rights. However, Morgaine almost always frustrates him by ignoring the situation or ordering him not to interfere. In spite of his honor, Vanye is not above stealing a horse if its owner has wronged him in some substantial way. (Ownership can be stretched to "blame" a village, a clan, or even an entire country if necessary.)

Although he has met the conditions set by Morgaine for his service as *ilin,* he stays with her anyway. Her quest is gradually becoming his own, and he'll definitely try to continue if she is somehow defeated. He knows how to seal gates from the control center, and if prevented from doing that he will bear *Changeling* into a gate to destroy it. Neither Morgaine nor Vanye will ever leave the sword behind. Vanye has seen *Changeling* in action numerous times, and he is very cautious about avoiding it when it's unsheathed. When in desperate need, he will bear *Changeling* after Morgaine tires (due to loss of strength, etc., from extended use of the sword). This is the only time she will voluntarily relinquish possession of the sword.

**Additional notes to the DM**

If Morgaine is introduced into your campaign, then the world she is encountered on is now the tail of the *qhal* chain. When (not if!) she succeeds in locating the control center, sealing the controls (irreversible, but with a time delay), and traversing the gate, all the gates on the world will be deactivated permanently (and certain people and/or cultures that depended on gate power will be diminished or destroyed). However, you might choose to use other, *non-qhalur* gates relying on other technology/magic, but they should allow teleportation through space only, not time (a generally good idea anyway).

Morgaine's presence and/or political manipulations will usually create havoc even before she deactivates the gates at her passage. Rumors of her existence probably preceded her, circulating by means of other gate travellers or the victims of *Changeling.* She is often considered a god or a demon (or both). If *Changeling* is somehow captured or stolen, she will strive to recover it at any cost; at the very least, she will see to its destruction.

If you have drow in your campaign and they have political power, then they probably control the master gate and/or its control center. Possibly they control some or all of the other gates as well. Normal humans will fear and shun the gates and the "evil fires of their magic." If the drow have no political power, they might try to use Morgaine's presence to gain it (by playing on fears of her powers or her actions).

Bibliography: *Gate of Ivrel, Well of Shiuan, Fires of Azeroth* (paperbacks, DAW Books), all by C.J. Cherryh.

**Lynn Abbey's**
**RIFKIND**

*Written by Roger E. Moore*

**14th-level fighter,**
**16th-level cleric**
ALIGNMENT: *Lawful neutral*
HIT POINTS: *86*
ARMOR CLASS: *4*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8 (+1) or 1-4 (+1)*
HIT BONUS: *+1 (+3 w/missile weapons)*
MOVE: *12" (24" mounted)*
PSIONIC ABILITY: *246*
Attack/Defense Modes: *All/All*
STRENGTH: *17*
INTELLIGENCE: *17*
WISDOM: *18/94*
DEXTERITY: *18/89*
CONSTITUTION: *11*
CHARISMA: *6*

Rifkind was born in a nomad tribe on the steppes, and from her childhood desired to become a warrior; this uncommon sentiment was given encouragement, though grudgingly, by her father, who was the chieftain of her tribe. By sheer force of will and practice, Rifkind not only mastered the arts of fighting but learned to master the clerical arts as well, and became a priestess of the "Bright One," goddess of the moon.

While she was away one day, her weakened tribe was massacred. Having already been regarded as an outcast by them for her behavior and her independence, she left with few regrets and sought to fulfill the will of her deity upon the earth by undertaking a number of dangerous adventures against her deity's enemies. Her travels have taken her the length and breadth of Dro Daria, her home continent, and it is conceivable she might be encountered in other universes as well, still acting as her deity's agent.

Rifkind has long black hair, usually kept woven in a long braid down her back, and golden-tan skin. She is rather short in height, about 5'6", and her sword nearly scrapes the ground. Her height, however, doesn't hamper in the slightest her fighting ability.

For armor she wears a close-fitting leather tunic and trousers, with a black cape over her shoulders. Her appearance is rarely disguised, and she sometimes enjoys the effects her barbaric/nomad dress has upon more "civilized" persons.

In combat, Rifkind is an extremely dangerous opponent. Upon her person she usually conceals 7-10 daggers, all balanced for throwing and within easy reach of either hand. She prefers fighting with her slightly curved longsword and uses a dagger as a main-gauche, though she can strike with the sword and throw the dagger in the same round if desired, drawing a new dagger for use in the next round of combat as well.

In her hair is an elaborate haircomb, which she will use as a last-resort weapon. It may be hurled as a dart and is poisoned; anyone struck must save vs. poison at -4 to avoid death.

Though Rifkind has also mastered the short bow and can use it with ease on foot or when mounted, she does not like long-range combat and considers it dishonorable. In extreme cases, however, she has been known to use poisoned arrows if her opponent is an exceptionally powerful spell caster and/or is summoning a deity to fight Rifkind.

Rifkind's senses are so acute that she can attack unseen opponents with only a -1 penalty to hit, and she can make her way through darkened tunnels without problem. She can move silently with 85% success, hide in shadows with 75% suc-

cess, surprise opponents on a 1-4 on d6, and is surprised herself only on a 1 on d12. She can shriek a war cry upon entering combat, a sound so blood-curdling that all enemies fighting her must make a morale check and will fight with a -2 on reaction dice for the first round. Rifkind's injuries heal naturally at three times the normal rate.

Rifkind's mount, Turin, is a chestnut-brown light warhorse with double normal hit dice and maximum hit points. Turin has two black horns projecting from his head and can use them in combat to do 2-8 points damage to opponents, as well as 2-5 points damage per hoof, even when being ridden. Turin is rather perceptive for a horse, having an intelligence of about 7, and regards only Rifkind as his master. The two of them communicate through Rifkind's psionic powers (explained below).

Rifkind is aggressive, dauntless, very suspicious, and has a very high regard for her own personal safety. She carefully considers all aspects of a particular problem before acting, but may be quick to anger (though she may not attack). She is very self-confident, though somewhat self-critical; under great stress she can mask her concerns and continue to appear confident even if she is not. Rifkind habitually hides her true feelings from all but her most trusted allies. If she must kill, she does so quickly and without regret. She is something of a loner, but will battle to the death to protect her friends even if she believes herself to be doomed.

Though Rifkind is strongly motivated to heal and alleviate suffering, and is exceptionally dedicated to her deity, she tends to see herself primarily as a warrior more than a cleric, and acts that way most of the time. Her empathy and compassion suffer at times from this orientation, and she often uses Turin's perceptions of emotions in others (through telepathic communication with him) to balance this deficit. Rifkind rarely uses spells in combat unless facing powerful opponents or spell casters of any sort. Having been raised in a nomad society, Rifkind cannot read or understand any written materials (even magical scrolls), but she has never had a need to know how to read and is not hampered by this at all.

On Rifkind's right cheek has been implanted a silver crescent, the symbol of the "Bright One." She has no need of any other holy symbol as such, and can turn undead and demons simply by concentrating and commanding it to be so. She can sense the direction from which a magical spell was cast at her with 75% accuracy.

In the world of Dro Daria, magical (including clerical) and psionic powers are all referred to as "tal," roughly analogous to "internal power" or "soul." Rifkind's "tal" powers basically conform to clerical and psionic abilities as described in the AD&D™ rules, and it is possible that her goddess has gifted her with extra psionic capabilities as well as her normal clerical spells. Rifkind possess the Minor Devotions of *Animal Telepathy, ESP, Clairaudience, Clairvoyance, Precognition,* and *Sensitivity to Psionic Impressions,* as well as the Major Science of *Telepathy.* When using *Animal Telepathy* with Turin, she gains a +4 saving throw vs. all illusions and phantasmal forces. All of these powers operate at the 16th level of mastery.

Rifkind may use up to two psionic powers simultaneously and cast a spell as well, for as long as her psionic strength points hold out. She will not be able to attack psionically while doing this but can put up a psionic defense; she cannot make psionic attacks while spell-casting, either.

Rifkind's necromantic spells are severely limited. She cannot raise the dead in any manner, and curative spells cause her to become exhausted if they are extensively used. The casting times for her healing spells are about ten times longer than the times listed in the Players Handbook, and healing spells applied to wounds caused by purposeful violence (like combat) take longer still, perhaps up to one turn (10 minutes) per spell level. It is possible for a patient to die, from shock or blood loss, during this time. Rifkind's material components for her spells may differ widely from those listed in the Players Handbook, but she makes sure she has sufficient supplies and equipment for any event. After having cast a curative spell, Rifkind will rest for one turn per point of damage healed; for this purpose, diseases and poisons count as 24 points of damage each.

The spells which Rifkind typically uses are as follows:

First level: *Bless, Command, Create Water, Cure Light Wounds (x3), Detect Magic, Remove Fear (x2).*

Second level: *Augury (x3), Chant, Detect Charm, Resist Fire, Slow Poison* (x2).

Third level: *Cure Disease (x2), Dispel Magic (x2), Glyph of Warding, Prayer (x2), Remove Curse.*

Fourth level: *Cure Serious Wounds (x2), Divination* (x2), Neutralize Poison *(x2), Protection from Evil, 10' Radius.*

Fifth level: *Commune, Cure Critical* Wounds (x2), Dispel *Evil,* Ethereal *Spell.*

Sixth level: *Conjure Animals, Mind Blank, Word of Recall.*

Seventh level: *Shapechange.*

Notes on spells:

*Slow Poison* has a 50% chance of neutralizing poisons as well, as per the spell.

*Neutralize Poison* functions only on non-living objects and materials, such as food, drinks, well water, etc.

*Ethereal Spell* is a new spell that allows the caster to go ethereal and move about; *see Astral Spell* for casting time, duration, and so forth.

*Mind Blank* is used as per the 8th-level magic-user spell.

*Shapechange* is used as per the 9th-level magic-user spell, though only animal forms may be assumed.

Rifkind is on reasonably good terms with nearly all the deities of Dro Daria's current pantheon, having successfully defended a powerful artifact known as the Well of Knowledge from an evil demigod who planned to use it to destroy or drive away the pantheon (including Rifkind's goddess). Because she is her deity's favorite cleric, and because other gods like her as well, Rifkind may unexpectedly manifest magical powers far beyond normal in life-threatening situations; such powers may include spells similar to *Power Word Kill.* Such unexpected powers have a 5% chance of occurring in any life-threatening situation which Rifkind finds herself in; if she is wounded while using these special powers, the casting of such a spell will be uninterrupted and will be completed as though the wounding did not happen. Rifkind herself has no idea what sort of power will be granted to her or when it will occur, much less who it is that grants the power.

Rifkind will rarely intervene in any situation unless it directly concerns her or her deity. She may not even take action if a crime is occurring, being conscious of her own safety and the need to complete her mission without interference, unless she or a friend is threatened.

Bibliography: *Daughter of the Bright Moon* and *The Black Flame* (both in paperback, Ace Books) by Lynn Abbey.

**Robert E. Howard's**
**BELIT**

*Written by Roger E. Moore*

**10th-level fighter**
ALIGNMENT: *Chaotic evil*
HIT POINTS: *78*
ARMOR CLASS: *6*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+1)*
HIT BONUS: *Nil*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
*STRENGTH: 16*
INTELLIGENCE: *15*
WISDOM: *8*
DEXTERITY: *18*
CONSTITUTION: *16*
CHARISMA: *18*

Belit is a pirate, of the most fearsome rank. Little is known of her early life, though there are some rumors that she is a descendant of an ancient line of royalty. She is the commander of a fast and slender pirate galley which is known as the *Tigress.* The ship has 40 oars and a red pennant flying from the mast, giving it an unmistakable distinctiveness.

About 100 tribesmen, known as the Black Corsairs, crew the galley. These men use only long bows, spears, clubs, and shields in combat. They never check morale when Belit is present, because they regard her as something of a goddess. Treat 60 of the Black Corsairs as zero-level, 30 as 1st-level, and the rest as 2nd to 5th-level fighters.

Belit presents an interesting contrast to her dark crew. Her skin is ivory white and her hair is a thick, rich black. She wears only a silken girdle, even in combat, and bears a jeweled dagger on her belt. In combat she uses a scimitar.

Though Belit is rather intelligent and exceptionally alert (she can detect traps with 80% accuracy), she gives very little thought to the possible consequences of her actions and is basically impulsive in nature. Upon making up her mind to do something, she can never be swayed from her plans, regardless of the cost. Her fearlessness is matched by her utter savagery and ruthlessness. She is most happy to lead a life of sensuality, passion, and materialism. Gems and jewelry are her most prized treasures.

If Belit and her pirate ship are encountered, there is a 75% chance that she will be accompanied by Conan, at age 24 (See issue #36 of DRAGON™ Magazine, using the statistics given for him at age *25* in E. Gary Gygax's *Sorcerer's Scroll* column). Conan will be wearing ring mail armor and a horned helmet, and will use a broadsword.

Conan and Belit are lovers and are completely devoted to one another; if one is attacked in the presence of the other, the other will go berserk in combat and attack with a +2 bonus to hit and doing +2 to damage with hand weapons. Belit and the Black Corsairs refer to Conan as "Amra," meaning "The Lion."

So powerful is the bond between Conan and Belit that if she is slain, she can will herself to appear one time in spirit form to aid Conan, should he be fighting for his life. Her spirit will only appear for one round, and will do no physical damage to anyone, but all viewers who are battling Conan must save *vs. Fear* at -4 or be paralyzed with terror at the sight of her (2-5 rounds duration). Conan can use this extra time to his best advantage. Note, too, that Conan will track down Belit's killer or killers and will do *double* maximum damage with each weapon blow against them. He will also have a +6 bonus to hit against such characters.

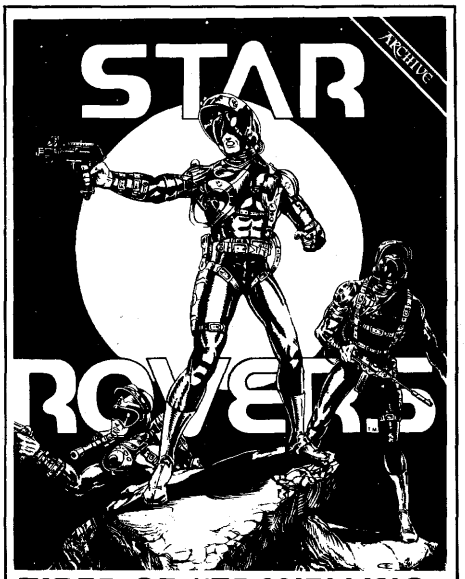
Bibliography: *Queen of the Black Coast* (short story in several anthologies), by Robert E. Howard.

**Robert E. Howard's DARK AGNES**

*Written by Roger E. Moore*

**11th-level fighter,**
**9th-level thief**
ALIGNMENT: *Chaotic neutral*
HIT POINTS: *94*
ARMOR CLASS: *1*
NO. OF ATTACKS: *3/2 or special*
DAMAGE/ATTACK: *1-8 (+1) or special*
HIT BONUS: *+1 or special*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *17*
INTELLIGENCE: *16*
WISDOM: *8*
DEXTERITY: *18/72*
CONSTITUTION: *16*
CHARISMA: *16*
THIEF ABILITIES:

| | |
|---|---|
| *Pick pockets 80%* | *Open locks 77%* |
| *Find/rem. traps 65%* | *Hear noise 30%* |
| *Hide in shadows 66%* | *Climb walls 98%* |
| *Move silently 80%* | *Read lang. 45%* |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Dark Agnes de la Fere was originally a young woman in medieval Normandy who was to be forced into marriage by her father; determined to never submit to anyone's will, she fled the marriage and slew her husband-to-be in the process. Escaping into the woods, she met a man named Etienne Villiers, who befriended her but was himself nearly slain when he attempted to double-cross her early in the relationship. Circumstances allowed them to learn to work in harmony after that. Together (and sometimes separately) they pursued careers as adventurers and mercenaries across Europe, particularly becoming involved in the numerous battles between French political factions. Following her defeat of an evil undead mage in Italy, Dark Agnes disappeared and may have somehow crossed (perhaps involuntarily) into another universe.

Dark Agnes is striking in appearance, to put it mildly. Her fiery red hair is sometimes worn short so it won't interfere in combat, but may be worn long and kept pulled back and tied or under a cap or helmet. It is obvious, even from a distance, that she is a woman, and she rarely bothers to conceal this fact from anyone. She wears a chainmail shirt under her clothing, muffled to allow silent movement and designed to allow other thieving abilities and fast moves. Trousers and high boots are also preferred by her.

For weaponry, Dark Agnes will carry a dagger, a longsword, and a pistol (single shot does 2-8 damage, 10" range). She has a +3 to hit with firearms and other missile weapons due to her dexterity. In combat she will usually pull the pistol first, fire once, then attack with sword and dagger. If enraged (easily caused, as outlined below), she will automatically do maximum damage with her first hit in combat and continue to do so for 1-8 rounds thereafter. Only *after* this time can she be reasoned with by her opponents, should they decide to surrender or be unable to continue the battle.

Dark Agnes is fearless, daring, and very impulsive. She has an explosive temper and loathes (to the point of killing) those who attempt to subjugate her in any manner. Her own freedom is of the highest value to her, and she is willing to allow others equal freedom so long as they don't annoy or betray her. Dark Agnes is not squeamish in the least about killing and enjoys combat greatly. She distrusts nobility and offers them no particular courtesies.

She will not fight unarmed or defenseless persons unless they have attacked her first, or unless they have plotted to harm or enslave her. The only thing she can be said to have any feelings of fear about are demonic and undead creatures; however, in the presence of such beasts her terror increases her ferocity; she gains a +2 bonus to hit and does double maximum damage with each attack for the first 2-5 rounds and normal maximum damage in each round thereafter against the creatures she fears.

It is said that Dark Agnes was cursed in such a way that all men in her presence are in extreme danger; perhaps this is because of her temper and fierce independence, but it has not kept all men away from her. There is a one-third chance that if encountered in an AD&D™ universe (where she is assumed to be now) she will be with Etienne Villiers (9th/9th fighter/assassin, chaotic neutral, French nationality, +2 hit/+3 damage, AC 4, HP 85), a one-third chance she will be with John Stuart (12th-level fighter, chaotic good, Scottish nationality, +2 hit/+4 damage, AC 3, HP 104), and a one-third chance she will be alone. Whether her blue eyes look upon fellow adventurers with companionship or with murderous frenzy is something that can be quickly determined by the party's reaction to her.

Bibliography: *Sword Woman* (paperback, Berkley Books) by Robert Howard.


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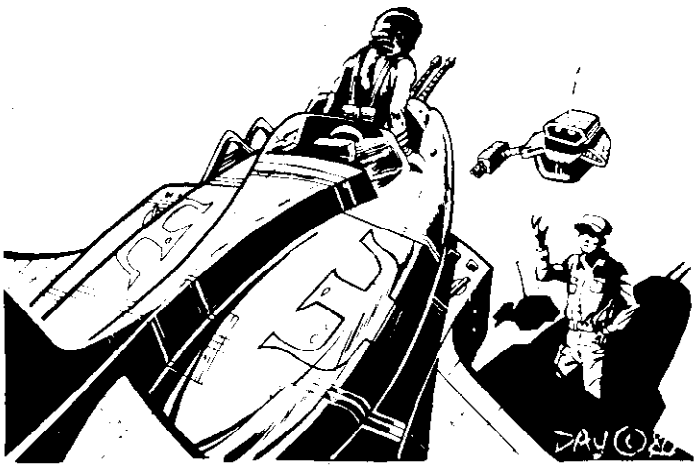

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

**Poul Anderson's**
**SIR ROGER DE TOURNEVILLE**

**10th-level fighter**
ALIGNMENT: *Neutral good*
HIT POINTS: *91*
ARMOR CLASS: *0*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+3)*
HIT BONUS: *+1*
MOVE: *6"/15"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/12*
INTELLIGENCE: *15*
WISDOM: *13*
DEXTERITY: *17*
CONSTITUTION: *16*
CHARISMA: *15*

Sir Roger de Tourneville was a baron in England in the year 1345 who was gathering an army at the village of Ansby to aid King Edward III's war against France. Unexpectedly, Ansby was also selected as the landing site of an invasion force of the Wersgorix, a blue-skinned alien race bent on conquering Earth and adding it to the growing number of subject planets in their empire. A 2,000-foot-long starship landed near the village and was quickly surrounded by the English warriors, who believed it to be sent from either heaven or hell. The Wersgorix tried to frighten the humans with their advanced weapons, but this proved a mistake. The Englishmen attacked in a berserk fury with hand-to-hand weapons and bows, and decimated the ship's crew, which had never fought in close combat before and had never expected to fight the humans anyway.

When Sir Roger and his men gained control of the starship (though he had very little idea of what it was or what it did), Sir Roger proposed that the ship be used against the French and eventually against the Moslems to recover the Holy Land. His plan was enthusiastically received by nearly all the townsfolk, and 2,000 people, with all their worldly possessions and livestock, boarded the vessel for the trip. However, a captured alien who had showed Sir Roger and others how to work the ship and its weapons tricked them into making a voyage to the nearest colony world of the Wersgorix instead of to France, hoping the troublesome English would meet their match and be done with.

Such was not to be. Sir Roger was quick to grasp the essentials of the alien technology, and his knowledge of medieval combat and his knack for trickery saved the ship's company many times. He led cavalry charges against armed alien forces that succeeded because of the very unexpectedness of the assault and his own leadership.

Even when it became apparent that none of the Englishmen would ever return to Earth, he refused to admit defeat.

He overran a local starport, successfully defending it from alien infantry and armored attacks, and improvised new strategies as he went along. At one point his forces launched nuclear weapons from trebuchets, and fought off anti-gravity assault boats with longbows and ballistae. The Wersgorix, thoroughly unfamiliar with such tactics and continually underestimating the English and Sir Roger, continued to withdraw. With captured alien weaponry Sir Roger laid siege to the main starport, destroyed all other alien estates on the world, and eventually conquered the planet.

In time, Sir Roger led expeditions on captured starships to other worlds, battling the Wersgorix wherever he found them and allying his forces with those of other civilizations who hated the Wersgorix as well. Sir Roger does not dare cease his war with the aliens, since he knows if he did so the Wersgorix would destroy the humans and try to seek out the lost Earth to destroy or enslave it as well.

Sir Roger is a typical, lusty, battle-hungry Englishman whose personal manners do not quite reach the ideals of chivalry or of his wife, Lady Catharine. He is grey-eyed, has blond hair that he keeps shaved on the sides, and maintains a confident and happy appearance even when faced with tremendous adversity. If he perceives he is dealing with powerful opponents, he is skilled at bluffing and never reveals his fear. He tends to interpret sophisticated technology in terms of magic and other unholy forces, being the medieval Christian that he is. He still holds Edward III to be his king, though he has no idea where Earth is any more, and he plans to add all the worlds he's conquered to the holdings of England when he returns, after the final triumph over the Wersgorix.

If encountered in an AD&D™ universe, it is likely that Sir Roger has landed his ship somewhere nearby and is out with his men searching for aliens to fight. He wears plate mail and carries a longsword and lance when astride his black heavy warhorse. He may also possess various weapons of advanced technology; the Mark V Blaster and several Energy Grenades from the GAMMA WORLD™ game are suggested. His men may also have a variety of advanced and archaic weapons, though Sir Roger and his forces prefer good old-fashioned hand-to-hand melee. There is a 50%. chance when Sir Roger is outside the ship that he will be accompanied by Lady Catharine (5th-level fighter) and by Brother Parvus, a medieval cleric (6th level) of small stature. Whether he finds any aliens in the AD&D world is up to the DM.

BIBLIOGRAPHY: *The High Crusade* (paperback, Berkley Publishing Corporation) by Poul Anderson.

*Written by Roger E. Moore*

**L. Sprague de Camp & Fletcher Pratt's**
**HAROLD SHEA**

**7th-level fighter with special spell abilities**
ALIGNMENT: *Chaotic good*
HIT POINTS: *69*
ARMOR CLASS: *1*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *By weapon type*
HIT BONUS: *Nil*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See* below
MAGIC RESISTANCE: *10%*
STRENGTH: *13*
INTELLIGENCE: *18/70*
WISDOM: *14*
DEXTERITY: *17*
CONSTITUTION: *17*
CHARISMA: *15*

Harold Shea served for many years as a staff psychologist at the Garaden Institute somewhere in Ohio. Although reasonably competent in this position, he felt unsatisfied and unfulfilled. Basically romantic in nature, he attempted to compensate for his unexciting life by taking on rather affected roles and dress, much to the amusement of his friends and co-workers.

Finally, his chance to escape everyday life came when an elder scientist, Reed Chalmers, developed the theory of interuniversal apportation based on mathematical logic. Harold wasted no time putting the theory into practice, and succeeded in dumping himself into the center of Norse mythology. Since that time, he has had several adventures in the worlds of myth and fantasy. As such, his arrival into any AD&D™ universe could be either through choice or accident.

Harold Shea is a young man, slightly taller and thinner than normal, with a dark complexion and hair. There is a 70% chance that when encountered he will be dressed in clothes fitting to the world he is in; otherwise, his dress will be that of a 20th century businessman or psychologist — suit and tie. If he is armed, he will carry a straight-bladed epee in an improvised scabbard (treat as a short sword for "to hit" and damage). He will not wear armor.

Harold is an adequate fighter, though somewhat mediocre by heroic standards. His principal skill in fighting comes from his acquaintance with fencing in the "real" world. Due to his limited practice and training, Harold will be unfamiliar with most weapons and will suffer a -5 penalty when attempting to use anything but a sword, dagger, or crossbow.

Harold Shea's greatest power is his special magic ability. When in a magical universe, he can attempt to create any effect he desires, through the application of mathematical laws concerning magic. When he desires to cast a spell, he must first describe the desired effect and then compose a poem about the spell. The poem must make a comparison between the desired effect of the spell and some thing or event that is somehow similar to it. The poem must be at least 4 lines long with the first line rhyming with the third and the second with the fourth. Secondly, Harold must also have something to use as a material component. Neither the spell nor the material component have to be among those things found in the AD&D rules. The DM may choose to use other poetic forms, since Harold was not always consistent in the type of poem used.

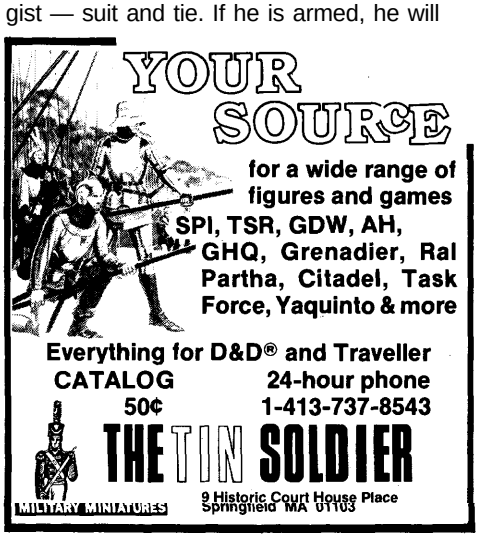
Once all the requirements have been met, the success of the casting may be measured. The three factors to consider are the exact wording of the poem (in much the same way one would consider a wish), the quality of the poem, and the type and quality of material component used. The outcome of the spell may range from more than the caster intended to some entirely unexpected effect.

Since the system described above can be too difficult or time-consuming for many DMs to use, an alternative method would be to allow Harold Shea a never-ending use of *limited wish.* However, there would be a 40% chance that the spell would backfire, regardless of wording, and the normal guidelines for wording wishes would still apply. Any backfires will not kill or directly harm Harold Shea, but may place him in a very difficult position.

There is an 80% chance that Harold will be accompanied by his wife Bellephebe, a 12th-level ranger, and a 40% chance that Reed Chalmers will be with him (treat him as a sage skilled in mathematics and metaphysics). If Harold's wife is not with him, he will be searching for her, and may ask the party to aid him.

BIBLIOGRAPHY: *The Complete Enchanter, Wall of Serpents* (Ballantine Books), The Green Magician (The Dragon, #15-16); all by de Camp and Pratt.

*Written by David Cook*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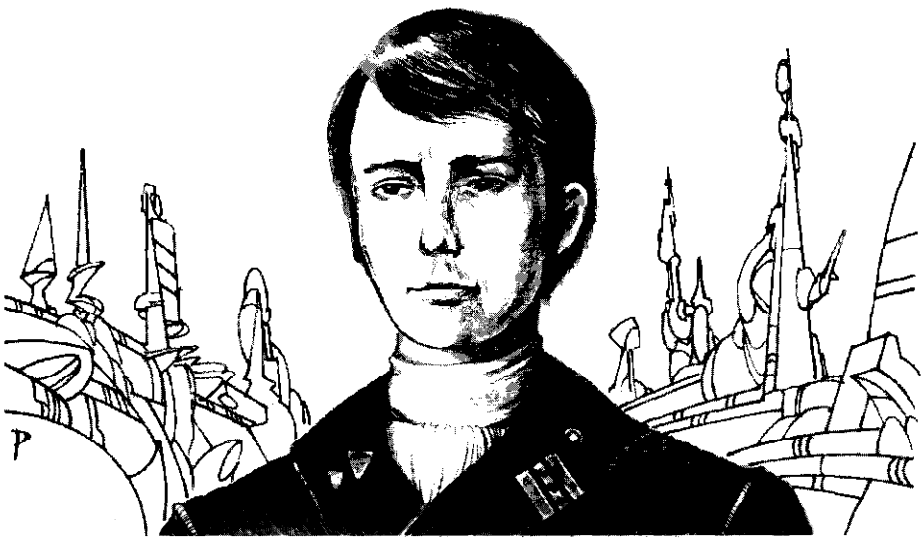

**Alexei Panshin's**
**ANTHONY VILLIERS**

**10th-level ranger / 7th-level thief**
ALIGNMENT: *Neutral good*
HIT POINTS: *42*
ARMOR CLASS: *6*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *By weapon type*
HIT BONUS: *Nil*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *15*
INTELLIGENCE: *17*
WISDOM: *16*
DEXTERITY: *18*
CONSTITUTION: *14*
CHARISMA: *17*

Anthony Villiers, a remittance man, became a wanderer only partly against his wishes. He is, in fact, the Viscount Charteris, paid regularly by his father to travel. It is Villiers's father who to a great extent determines to which of the millions of worlds in the Nashuite Empire he will travel, by including instructions for reaching the destination of the next payment in each communication to his son. To Villiers, interstellar travel is a fringe benefit of his position; he treats it as both a game and a pastime.

Under occasional surveillance by Empire officials, he moves about steadily to keep them guessing. And, since he has a large number of casual and intimate acquaintances scattered about the universe, he enjoys short visits.

Among his closer human friends is a man travelling under the name "Fred," whose situation is similar to that of Villiers, since he is the son of the Emperor. Fred, like Villiers, is a Chief in the Big Beavers (an organization whose ideal is to enter a wilderness and create a semblance of civilization from it), and is roughly equivalent to a 12th-level ranger, although he lacks the usual spell-casting ability of that class.

Villiers is a fairly short, dashing man in his late twenties or early thirties. He dresses with little regard for current fashion even in his natural setting, and will appear quite outlandishly attired in any campaign. How he reaches the DM's campaign world is a matter for careful consideration — while Villiers is known to occasionally travel to planets deemed "closed" by the Empire, he is not foolhardy, and will be able to leave the planet quickly if danger is present. He thrives on confusion and intrigue, but exercises careful judgement.

He usually carries with him a Curdler, a gun- or wand-like weapon that kills through nervous shock (unless the victim successfully saves versus wands), after a period of *confusion,* as the spell, lasting for 1-6 turns. Although he is soft-spoken, charming, and self-assured even when treated badly, many take his attitude for arrogance. Villiers has many friends, but just as many enemies.

He is proficient in the use of both the Curdler and a second unique weapon, the Tingler. This device, reserved largely for duelling, appears to be a rod or a cane. However, it destroys nerves on contact, so that a blow will cause 2-8 hit points of damage to any creature having a nervous system. The loss is permanent and can only be counteracted by a *Regenerate, Limited Wish,* or *Wish* spell.

Villiers will not use his thieving skills to directly increase his wealth. He is especially good at Reading Languages, Hiding in Shadows, Moving Silently, and Opening Locks (all at +5%), and less skilled than normal (-5%) in the other abilities.

Villiers travels everywhere with Torve the Trog. Trogs, distinctly different from troglodytes as depicted in the AD&D™ rules, have these characteristics:

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *9*
MOVE: *12"*
HIT DICE: *5+5*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *Special*
SPECIAL ATTACKS: *Charming*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense modes: *Nil*

As a race, trogs are confined to their own planets, having in the past nearly defeated humans in an interstellar war, and are considered dangerous. Only about 50 individuals of the race are allowed to engage in interstellar travel.

Torve, a trog of high (13) intelligence with 36 hit points, is not one of these few — he travels on false papers, forged so well that discovery is nearly impossible (1% or 2% chance each time his papers are checked).

Among trogs, coloration is significant of profession. Peasants are gray or grayish olive, soldiers are white striped with black, and scholars are solid brown. Torve is predominantly brown, but has a white belly and faint black stripes on his back, meaning that he is unpredictable, but essentially harmless.

Rather, he is an artist. Much of Torve's time is spent composing various works of art, or *frobbs,* as he calls them. The actual production of one of these works of art sets up a series of resonant *thurbs,* which have a hypnotic, calming, and *charming* effect on some humans. A saving throw versus spells is required for a viewer or witness to one of Torve's art works to avoid being charmed.

Torve is usually quiet, and although he prefers to stay in the background, his unusual nature and appearance often bring him a great deal of attention. He speaks a broken version of the common tongue, in sharp contrast to the eloquent speech of Villiers. His penchant, if it can be said to be one, is for jellied white worms, the only meat he allows himself to eat. Meat is his natural diet, and anything else but fruit rinds and some starches would be undigestible to him.

He appears as a large, furry man-frog, his features tending more to the latter than to the former. Many humans find him charming and comforting.

When faced with a fight, Torve will retreat calmly if possible, but if cornered along with Villiers he can demonstrate his proficiency in the use of the Curdler or the Tingler.

BIBLIOGRAPHY: *Starwell, The Thurb Revolution,* and *Masque World,* all by Alexei Panshin (paperbacks, Ace Books).

*Written by Andrew Dewar*

**Clifford D. Simak's**
**MARK CORNWALL**

**4th-level fighter with full sage abilities**
ALIGNMENT: *Lawful good*
HIT POINTS: *27*
ARMOR CLASS: *9*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-8 (+3) or more*
HIT BONUS: *+2 or more*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *16*
INTELLIGENCE: *18/74*
WISDOM: *16*
DEXTERITY: *14*
CONSTITUTION: *12*
CHARISMA: *15*

Mark Cornwall originally lived in a country of humans some distance from an enchanted land called "the Wasteland," where nearly all the demi-humans, humanoids, and assorted monsters of the world lived. Mark was a student at Wyalusing University when he one day came across an ancient manuscript that told of an even more ancient library hidden in the remote Wasteland. He stole the paper and set out for the Wasteland, but the theft was detected, and forces of the Inquisition (a distinctly evil branch of an otherwise lawful good church) followed him, to also find (and destroy) the library.

Mark, who sought only to gain further knowledge from the library, accumulated a number of strange friends on his quest into the Wastelands. He was joined by a gnome smith, an elven bowman and his pet raccoon, a small and furry being of the People of the Marsh, a runaway serving girl, a robot, and a rafter goblin named Oliver. Together they were able to use their strengths to overcome the terrors of the Wasteland, which easily destroyed the army of the Inquisition.

When he finally arrived at the secret library, Mark discovered the caretaker of the library was a being from another universe. The alien was involved in a project to eventually merge the powers and good points of three separate universes: Mark's magical world, a technological world (modern-day Earth), and a peaceful, humanistic world from which the serving-girl's parents had come. With some reluctance, Mark has joined in this undertaking, though he does not like or trust anything technological in nature; indeed, Mark Cornwall does not truly believe in technology, preferring the familiar world of magic instead.

Mark Cornwall is a young man, probably in his late twenties or early thirties, who wears only normal clothing and no armor but a shield. His extensive studies at the University and at the Wasteland library have made him the equal of a sage in the major field of Humankind, with special categories of History, Languages, and Legends & Folklore. He has two minor fields, Demi-Humankind and Humanoids & Giantkind. Mark can speak common, Latin, and the caveman tongue, and he has a 40% chance to read any other language employed by humans, Though most humans of Mark's home country do not like non-humans, Mark is quite open and friendly toward all but the evil sorts. He thinks of himself as a scholar, not a fighting man.

Mark owns a magical sword, given to him by his gnome friend, with extraordinary powers. It is a +2 weapon, emitting a soft light equal in intensity to a torch; against giantkind or evil humanoids it becomes +4 to hit and does double damage plus a bonus of 4 extra points of damage. The longsword may be thrown at an opponent, with the same range limits as a javelin, will return to the caster (whether it hits or not) at the end of the round in which it was thrown, and can be automatically grasped at that time.

Most of Mark's fellow adventurers departed upon completion of the quest to find the library, but two remained with him. The serving-girl, Mary, is now his wife; though she seems to have no exceptional powers (being in effect a zero-level person with 6 hit points and AC 10), she cannot be attacked by *any being at all* because of the effects of her peaceful upbringing. She will not attack any being, either, even if *charmed.* She is a close friend of a large number of pixies, brownies, sprites, and the like who live at the library.

Oliver, the rafter goblin, is 50% likely to be present if Mark Cornwall is encountered. Oliver stands 3' tall, and wears tattered and faded clothes of brown, red, and green. He has bare, hairy feet (like a halfling's, though he is not one). Oliver has a thin and wizened appearance and large ears, and a small peaked cap sits on his head. His alignment is neutral, with good tendencies; he has 15 hit points (2 hit dice), armor class 9, and ability scores of strength 8, intelligence 17, wisdom 14, dexterity 16, constitution 11, and charisma 13. Oliver has all of the abilities of a 10th-level thief and a 4th-level magic-user (DM's choice of spells).

From living in several large libraries during his life (primarily so he could play tricks on the students), Oliver has gained some sage-like powers and knowledge, though he has no major or minor fields (treat all questions asked of him as being "Out of Fields" on the chart on p. 32 of the DMG). Forgery is Oliver's forte, and he can copy anyone's handwriting.

Mark, Mary, and Oliver, though they spend most of their time at the library in the Wasteland, would not be against the idea of adventuring to uncover the knowledge of other lands and worlds. The Caretaker conceivably has the power to send them to other planes and universes if they desire. It is likely that if they did so, they would again gather an unlikely assortment of traveling companions of any conceivable race; perhaps they would join or be joined by various AD&D™ characters as well.

BIBLIOGRAPHY: *Enchanted Pilgrim-(paperback, Berkley, Medallion Books) by Clifford D. Simak.*

*Written by Roger E. Moore*

**Clifford D. Simak's**
**SNIVELEY**

**3rd-level gnome fighter,**
**with special spell abilities**
ALIGNMENT: *Lawful good with neutral tendencies*
HIT POINTS: *21*
ARMOR CLASS: *6*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
HIT BONUS: *Nil*
MOVE: *6"*
PSIONIC ABILITY: *Nil*
STRENGTH: *15*
INTELLIGENCE: *15*
WISDOM: *13*
DEXTERITY: *16*
CONSTITUTION: *15*
CHARISMA: *14*

Sniveley is a gnomish smith and weapons maker of considerable repute. His home is a large gnome colony in the hills near the Wasteland, a large area inhabited only by non-human creatures. One day he was asked to supply a human scholar with a sword he could use to protect himself on a journey into the Wasteland. Sniveley gave over a powerful magical blade he had fashioned himself; it pleased him, because of his pride in his work, to test the weapon against the chaotic powers of the Wasteland's inhabitants. Eventually, however, Sniveley himself felt a sense of responsibility for the man, named Mark Cornwall. He took off on his own after Mark and the other adventurers in his party, and joined them; his knowledge of the customs of non-humans proved to be of critical importance to the group's survival. When Mark's quest into the Wasteland was completed, Sniveley returned to his home to continue his smithing work. There he still makes magic weapons on occasion.

Sniveley is very business-oriented, but has no greed. He prefers other modes of payment rather than money for the purchase of a non-magical weapon or item he has made, and his prices are exceptionally low. He cannot read or write, but the gnomes of his colony developed an accurate ledger system using symbols that Sniveley employs frequently.

Sniveley's people are, like him, a combination of miners, smiths, and traders. The colony's history and other facts about non-human cultures are transmitted verbally, which makes the accuracy of older information suspect. Nonetheless, Sniveley has committed to memory an extraordinary amount of information on non-humans, and can answer most questions about them with reasonable accuracy, if he so chooses.

Though Sniveley distrusts most humans (the society of humans near his colony is generally unfriendly to all non-humans), he has learned to trust those few of lawful good nature who also like non-humans. He tends to be a pessimist about the eventual outcome of any undertaking (except his own work), but if he gives his word to help in a situation, he will never go back on it.

Sniveley may be approached as to the possibility of obtaining a 'magical weapon, but he will only speak to those who are lawful good about this. If he becomes convinced that the making of a magical weapon is for an extremely good cause, and if he feels the mission would be a worthy test of his weapon-making skills, he will give the weapon freely to the asker, accepting no payment. The way in which he manufactures such weapons is different from the method described in the AD&D™ rules; Sniveley is able to memorize and cast the spells *Enchant An Item* and *Enchanted Weapon* in his workshop on a weapon of exceptional quality he has already made. He can also cause the dweomers placed upon the weapon to become permanent with careful work. This process may take up to a year or more due to the care with which the weapon must be made and the spells woven into it.

Sniveley's magical weapons are of varied and unpredictable power; most seem to develop latent special abilities of a helpful nature, though not even Sniveley can guess what powers might appear. Should a player character manage to obtain such a weapon, it will be usable only by good or neutral persons. Its powers should be secretly determined by the Dungeon Master, and are likely to be tailored to fit the quest the player character desired the weapon for. Sniveley is 75% likely to join the character on the quest as well, out of a sense of responsibility for that person's well-being.

On an adventure, Sniveley is not likely to wear any armor heavier than leather, and will use non-magical weapons like hand axes, hammers, daggers, or short swords if entering human territory. In non-human territory, Sniveley will be likely to carry no weapons at all, preferring to throw rocks at opponents if combat is necessary (1-2 damage, 30-foot range), and relying on his knowledge of local customs to get him safely through.

BIBLIOGRAPHY: *Enchanted Pilgrimage* (paperback, Berkley Medallion Books) by Clifford D. Simak.

*Written by Roger E. Moore*


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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

### C. J. Cutliffe Hyne's DEUCALION

**10th-level cleric, 18th-level fighter**
ALIGNMENT: *Lawful neutral*
HIT POINTS: *137*
ARMOR CLASS: *1*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8 (+5) (sword)*
HIT BONUS: *+2*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18/94*
INTELLIGENCE: *15*
WISDOM: *16*
DEXTERITY: *16*
CONSTITUTION: *18/35*
CHARISMA: *18/86*

Deucalion belonged to the Priest's Clan of Atlantis in the years just before the continent sank beneath the waves. He left his home to serve as the Viceroy of Ucatan, an Atlantean province, for 20 years until his recall. Upon his arrival back in Atlantis, he found the continent torn by civil strife. A commoner had proclaimed herself Queen of Atlantis, defeated all rivals or cowed them into submission, and was rapidly setting herself up for "godhood" and absolute control of the world. Queen Phorenice was also working to cast aside the old Sun God's worship, in which Deucalion remained a steadfast believer.

Deucalion could see that the queen was driving the nation toward disaster, but his sense of loyalty to whomever ruled Atlantis caused him to obey her and lead the battle against the rebellious armies besieging the capital city.

The turning point in Deucalion's loyalties came when he rescued a rebel woman from a gladiatorial arena. Her name was Nais, and Deucalion eventually fell in love with her. Queen Phorenice was stirred to a jealous rage, and ordered Nais to be sealed alive inside a special vault. However, Deucalion managed to get into her hands a special magical device that she used to place herself in suspended animation, keeping herself alive while she awaited her eventual rescue.

Later, when routing the rebel armies, Deucalion learned that Phorenice had discovered the deception. He dared not return to the capital, and prepared to flee the continent. At the last moment he changed his mind and was put off ship in a dinosaur-infested wilderness, elsewhere on Atlantis, to consider his plight.

After several years of hiding out in the swamps, he was summoned by one of the last (and most powerful) clerics of the old Sun God religion to come to the capital. There he found Phorenice's armies laying siege to the Sacred Mountain, a great dormant volcano near the city where the priests of the Sun God lived. Deucalion took charge of the defense of the mountain, and though vastly outnumbered his soldiers caused immense casualties to the royal forces.

But all of this was in vain. On the Outer Planes, the old gods of Atlantis were preparing judgement upon the land for Phorenice's excesses and for the people's turning away from the old ways. Earthquakes and volcanic activity rocked the continent. The aged priests summoned Deucalion and his rescued love Nais to the summit of the Sacred Mountain, where lay a structure known as the Ark of the Mysteries. The two were ordered aboard the Ark and told they were alone to be spared the final destruction of Atlantis. Though Queen Phorenice herself managed to reach the summit and the Ark just before the end, the group of priests kept her at bay.

The sea rose up in great waves, destroying and covering the land and eventually the Sacred Mountain. The Ark was cast afloat, at the mercies of the winds and the powers of the gods, to seek a new place for the last two Atlanteans to begin anew. Deucalion and Nais (treat her as an 8th-level fighter) eventually sailed into the world of AD&D™ adventuring aboard the wooden Ark.

The last hero of Atlantis is a tall and powerfully built man who will; at least initially, use only a shield in his defense in battle. He is righteous, stern, just, and quite frugal. He maintains a stoic attitude toward life and accepts everything as the will of the gods.

Deucalion is not given to any sort of foolish behavior, and may be considered immune to any form of will-force attacks or spells, due to his lifetime dedication to his moral credo. He can also be a kind man, and greatly respects courage and fighting ability — even that of an opponent. In keeping with the custom of Atlantean nobles, he is clean-shaven.

His love for Nais, even over and above his concern for the old gods, prevents Deucalion from ever gaining another level in clerical ability (and limits the range of his wisdom). In the world of the AD&D game, Deucalion will be able to use the spells listed below, just as a normal cleric would; he will, however, use combat in preference to any magical attacks, except for those spells that enhance his and Nais' combat abilities (e.g., Bless, *Chant* and *Prayer).* It is likely that Deucalion, wherever he lands, will seek to make new converts to his religion and establish a new post-Atlantean kingdom.

**Clerical spells**

1st level *(4): Bless, Command, Remove Fear, Sanctuary.*
2nd level *(4): Augury, Chant (x2), Know Alignment.*
3rd level *(3): Dispel Magic, Prayer (x2).*
4th level *(3): Detect Lie (x2), Divination.*
5th level *(2): Commune, Flame Strike.*

BIBLIOGRAPHY: *The Lost Continent* (paperback, Ballantine Books) by C. J. Cutliffe Hyne.

*Written by Roger E. Moore*

**John Norman's**
**TARL CABOT**

**20th-level fighter**
ALIGNMENT: *Lawful evil*
HIT POINTS: *140*
ARMOR CLASS: *2*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8*
HIT BONUS: *+3*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *17*
INTELLIGENCE: *16*
WISDOM: *11*
DEXTERITY: *18*
CONSTITUTION: *18*
CHARISMA: *17*

Although he is an Earthling, all of Tarl Cabot's adventures have occurred on the planet Gor. Abducted to Gor by the alien Priest Kings, Tarl was trained as a warrior and a Priest King agent. Despite their supreme power, the Priest Kings prefer not to intervene in Gorean affairs, except to limit man's destructive technology. Consequently, the political and military organization of Gor is approximately on the level of the Hellenistic Age of Earth. Except for the Priest Kings, most of Gor's inhabitants are descended from humans kidnapped from Earth over the centuries. They are organized into many city-states of varying power. The many wars and raids between Gorean cities provide "merchandise" for the Gorean slave trade, which flourishes all over the planet.

Tarl Cabot is a tall, fair-complexioned man of athletic prowess. Unless disguised, he is easily recognized by his head of outrageously red hair. He has never met his match with the short sword or the longbow (+3 to hit with both, due to his unusual skill). He is also well versed in the crossbow, and can throw a spear through a ring the size of a dinner plate at 20 yards. Goreans have no horse cavalry, but they saddle and ride giant hawks into battle. These birds are called "tarns," and tarnsmen are the elite of the Gorean Caste of Warriors.

A talented spy, Tarl Cabot often infiltrates enemy groups. His acting skill and high charisma win him the trust of his foes. His daring also shows itself in battle. Once he singlehandedly took on a fleet of slavers' barges in a swamp, picking off crewmen until the survivors left their prisoners behind and fled. Another time he fought fifty-five alert warriors by kicking out the only campfire and hewing at them in the dark.

For several years Tarl Cabot served the Priest Kings as a lawful good adventurer. At last, when crossing the marshes in the Delta of the Vosk, he was captured by the hostile Rence people. Threatened with an anonymous death in the wild, his will broke for the first and only time, and Cabot begged for his life. To mock the disgraced warrior, the village chief gave Tarl as a slave to Telima, a beautiful but man-hating Rence woman, who used him with studied cruelty. Under her tyranny Tarl's misogyny — always just beneath the surface since, as an orphan, he was reared by an unloving aunt — came into full flower.

By the time Tarl escaped the marshes, he was a changed man. By begging for his life, he had lost his self-respect and felt unworthy of the Caste of Warriors. His alignment permanently altered to lawful evil, and he became a pirate captain in the wide-open delta city of Port Kar. Seizing ships and slaves, Tarl soon became one of Port Kar's richest men and a leader in its Council of Captains. Despite his business, he continued to serve the Priest Kings on dangerous missions. In quieter moments, he enjoys a chess-type game called "Kaissa," which he plays well but not expertly.

Tarl Cabot is basically a loner. He has embarked on many missions without any companions, although his charisma enables him to pick up helpers along the way. He gets along well with fellow warriors; with those who are less than his equals, Tarl is a generous patron, and his men follow him devotedly. Some of his retainers are recruited in an unusual way: On impulse Tarl will purchase and free a likely-looking male slave, offering him the chance to join his company as a free employee. Most of the men recruited by him in this way are loyal unto death.

If Tarl Cabot is encountered, there is a 50% chance he is alone. If not alone, there is a 50% chance he is accompanied by 1-3 fighters of any alignment, of levels 11-20, *and* a 50% chance of 1-3 Gorean slave girls (25% chance for each that the girl is formerly of Earth). If Tarl defeats an enemy warrior who has conducted himself bravely and who has not broken the codes of the Caste of Warriors, 50% of the time he will release his victim, upon the promise to not oppose him any longer. Tarl has a talent for detecting treachery and 70% of the time is prepared for it and cannot be taken by surprise.

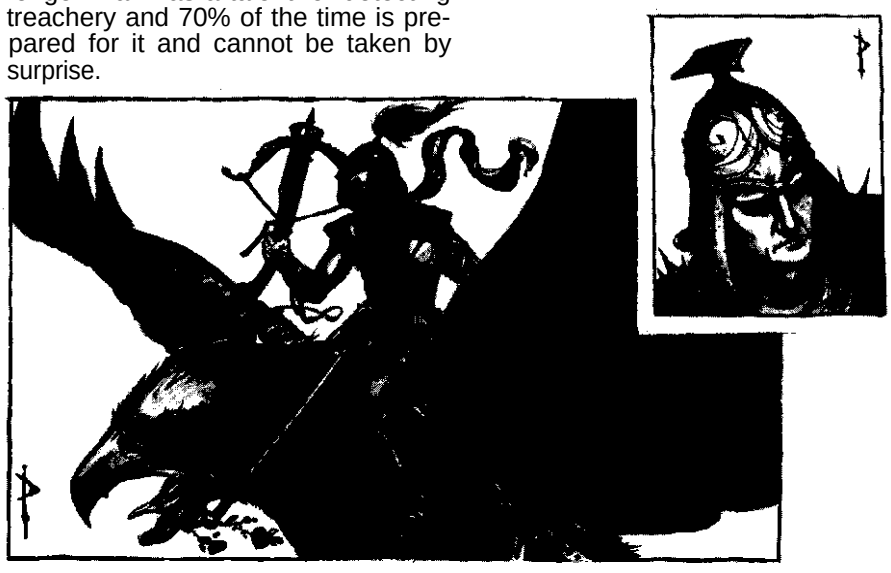
If Tarl encounters male player characters who have fallen into slavery and are bearing their lot bravely, there is a 30% chance he will buy and free them. They may either go their own way or join Tarl's piratical company.

Unfortunately, Tarl Cabot's generosity does not extend to women. Since his experience with Telima, he has distrusted women and regarded them as mere sex objects. He has a lusty nature and keeps a large Gorean-style harem of slave girls, but has no female friends.

Because of Tarl Cabot's prejudices, female player characters must tread very lightly in his presence. Tarl's reaction (see page 63 of the Dungeon Masters Guide) is checked initially, and again later if modifying factors come to play. Subtract 10 from Tarl's reaction toward any woman encountered or singly in a group; subtract 10 more if the woman affects "male" prerogatives (e.g., adventuring, warfare, combat); subtract 10 more if a woman is rude or unpleasant to Tarl or his friends, and 10 more if a woman is from Earth (these types particularly irritate him). If Tarl's reaction to a woman (with modifiers) is 25 or less, he will decide to abduct the woman (at the first possible opportunity) 40% of the time. To girls he enthralls, Tarl is stern and domineering, but he has never slain a woman. Gorean slave girls are drilled in the arts of the dance, the harem, cooking, sewing and cleaning. His caveman approach has proven very effective, and the female prisoner must save, as against a *Charm* spell, or fall madly in love with him.

BIBLIOGRAPHY: Tarl Cabot is a central character in most of the sixteen (as of this writing) volumes of "The Chronicles of Counter-Earth" by John Norman. Individual volumes of the series have been published by Ballantine Books and by DAW Books.

*Written by Glenn Rahman*



**Charles R. Saunders'**
**DOSSOUYE**

**7th-level ranger with assassin abilities**
ALIGNMENT: *Neutral good*
HIT POINTS: *70*
ARMOR CLASS: *3*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-8 (+1, or +9 vs. humanoids) [+6, or +14 vs. humanoids]*
HIT BONUS: *+1 [+6]*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *17*
INTELLIGENCE: *15*
WISDOM: *15*
DEXTERITY: 18/95
CONSTITUTION: *16*
CHARISMA: *14*

Information in [brackets] applies when using Agwebe's Sword.

Dossouye was once a skilled *ahosi* (female warrior) for Abomey, an African kingdom at war with invading Ashanti tribesmen. One day a short while before

a major battle was about to occur, Dossouye was summoned before the Leopard King, ruler of the Abomeans, and questioned about a peculiar dream she'd had the night before.

In the dream she was to seize Agwebe's Sword, a powerful magical weapon hidden in a distant cave. The sword was used by the first *ahosi* over a thousand years earlier to defeat an army. The Leopard King sent Dossouye on a special mission to find and recover the sword and bring it back to use in the next battle, to offset the power of a great Ashanti sorceror who threw lightning bolts.

Dossouye left on the quest, unaware she was followed by an evil *ahosi* commander, Nyima, who hated Dossouye and was responsible for having her parents slain by assassins.

On the way to the cave, Dossouye was temporarily captured by Ashanti warriors, but escaped and killed them all with some secret help from Nyima, who planned to get revenge on Dossouye herself. In the secret cave, Dossouye was confronted by the evil commander and nearly slain before she found and grasped Agwebe's Sword. With it she easily slew Nyima, and then went out to do battle with the Ashanti army. She blocked the weather-summoning and lightning-casting powers of the Ashanti sorceror and turned the lightning back upon him, destroying him. She then proceeded to rout the Ashantis, who withdrew with heavy losses from her sword and from the other attacking Abomeans. Afterward, Dossouye fled Abomey to escape the Leopard King, who now feared her power and wished to slay her. She went north to act as a mercenary.

Abomeans believe that they each have three souls, and that two of these souls are guarded by a special palm tree; Dossouye was told by Nyima before she died that Nyima had cut down her palm tree, technically making Dossouye a "dead" person. This was another reason she left Abomey. However, unknown to her, she is protected by the spirit of Agwebe; this protection makes her immune to any sort of soul-trapping or the like. Dossouye's palm tree has also (thanks to Agwebe) regrown to full strength.

Though Dossouye returned Agwebe's Sword to the cave before she left Abomey, there is a 25% chance that when she is encountered she will have it back, and will be on a special mission for the spirit of Agwebe.

Agwebe's Sword is a serpent-shaped weapon that radiates golden-white light even when not held. It functions as a +5 broad sword with the powers of *Sharpness* and *Dancing* in combat. It can also act as a *Rod of Absorption,* and gives the possessor 25% magic resistance. When held it *dispels exhaustion* on the holder with 12th-level illusionist ability.

Dossouye will also have black leather armor, a shield, and one or two other weapons such as a spear, long sword, or dagger. She rides a trained and faithful war bull, equivalent to a bull of average hit points from the Monster Manual.

Dossouye is a very tall woman, thinly built but strong and very fast. Her skin is indigo-black and she probably wears her hair short. In addition to her normal ranger abilities, she can use the assassination tables for a surprise attack, though she will do so only against dangerous opponents and cannot be hired as an assassin. She can surprise opponents on a 1-4 on a d6, unlike other rangers, due to her long practice at silent and hidden movement; increase this to 1-5 at nighttime. Dossouye hates true assassins and strongly dislikes all magic-users. In the course of her adventures it is possible for her to have entered an AD&D™ universe, possibly as part of a quest for Agwebe's spirit.

BIBLIOGRAPHY: "Agwebe's Sword" (in *Amazons!,* paperback, DAW Books, edited by Jessica Amanda Salmonson) by Charles R. Saunders.

*Written by Roger E. Moore*

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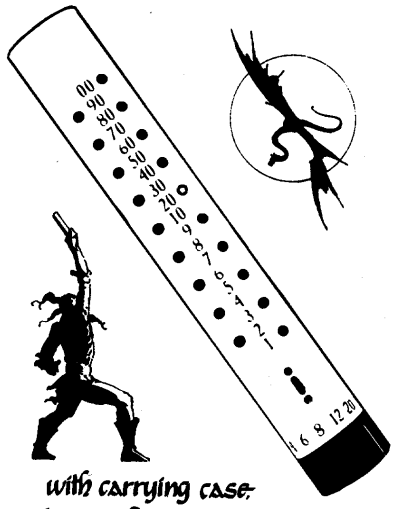

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# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

**Tanith Lee's**
**MYAL LEMYAL**
**9th-level bard**
**(5th-level fighter, 8th-level thief)**
ALIGNMENT: *Chaotic neutral (good tendencies)*
HIT POINTS: *62*
ARMOR CLASS: *4*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
HIT BONUS: *Nil*
MOVE: *12"*
PSIONIC ABILITY: *198*
Attack/Defense Modes: *B/F,G,I*
STRENGTH: *15*
INTELLIGENCE: *18(31)*
WISDOM: *13 (See below)*
DEXTERITY: *18(82)*
CONSTITUTION: *13*
CHARISMA: *17*
CHARM %: *62% (See below)*
LEGEND LORE %: *30%*
THIEF ABILITIES:
Pickpocket: 75%
Open Locks: 72%
Find/Remove Traps: 60%
Move Silently: 72%
Hide In Shadows: 59%
Hear Noise: 25%
Climb Walls: 96%
Read Languages: 40%

Myal Lemyal is a wandering minstrel and pickpocket, a musical genius who manages to maintain himself precariously through his thieving talents. Myal was once employed at an earl's castle, but was forced to flee abruptly when the Earl's daughter became pregnant and the Earl sought to slay him.

In his travels afterward, he encountered a man named Parl Dro, who was seeking a legendary city of undead in an attempt to destroy it. As their adventures progressed, it became apparent that the two men were linked psychically in many ways; one seemed to require the presence of the other, or was able to locate the other without difficulty, in some unknown manner. Eventually it was learned that Parl Dro was the manifested spirit of Myal Lemyal's true father, who could be summoned by Myal's psionic powers.

Extraordinarily handsome by nature, Myal Lemyal has dark golden hair, pale skin, a thin, light build, and facial features best described as "princely." He dresses in red and green clothing, and at best may wear leather armor. He rarely carries a weapon, but it is always possible he may have a dagger or two on his person, and may know a little swordwork as well. He dislikes violence intensely, however, and avoids personal combat except in extreme circumstances.

Myal is a gambler, and a good one; he may add a +20% bonus to his odds to win in most games of chance involving cards or dice. He prefers to pickpocket only those he feels can afford the loss.

By nature, Myal is subject to great changes in mood that seem to come and go in a flash; he can be either sad and depressed, trying to draw sympathy from all around him, or joyful and radiant, or princely and arrogant. He is unpredictable, somewhat irresponsible and emotional, but has considerable sensitivity for human feelings and sufferings. He has been known to be swayed by sympathy for someone into performing irrational and rash actions that get him into considerable trouble later.

Myal's stepfather, whom Myal had long supposed to be his real father, was a brutal and abusive man who drank a lot; he was conned into buying a strange musical instrument shortly before Myal was born. The instrument was never supposed to be played, having been created as an elaborate joke to fool the man. Rather than admit he had made a mistake, Myal's stepfather forced Myal to learn to play it. Myal did learn to use it, and turned it from a joke into one of the most complex and beautiful instruments devised. Though the original instrument was destroyed at the city of the undead, Myal has since built another. The instrument appears to be a double-necked lute with a reed projecting from one side, so it may be played simultaneously as a wind and stringed instrument; only Myal is able to play it, and he does it so well as to add 20% to his charm percentage. Those persons listening to Myal play (even those who saved vs. charm) will take no offensive action and will listen entranced for 2-5 rounds. Long practice with this device has made Myal ambidextrous in its use.

Myal Lemyal has no objection to joining an adventuring party and will generally work for the good of the group. He will, however, be prone to pickpocket, avoid combat, and be a bit irresponsible though likable. Myal cannot learn any druidic spells due to his substandard wisdom score. The party may have trouble dealing with Myal's changes in mood, though for the most part he will be very enjoyable as a companion.

Should the party or Myal encounter any undead during an adventure, Myal may immediately try to summon Parl Dro (75% chance per round of appearing if summoned). Parl Dro (AC 1, HP 65, MV 12" or special) appears to be a completely human character, though of foreboding aspect. He has deep black hair and dark eyes, and wears (or appears to be wearing) black clothing and no armor. He is lawful good.

In his former life, Parl Dro was a ghost-killer, a travelling exorcist, and was extremely good at it. Even after his death, his soul managed to continue its existence on the Prime Material plane, though he almost became an evil ghost himself in doing so.

In his present form, Parl Dro can only be struck by weapons of +1 enchantment or greater, and may go *ethereal* at will (as

in the psionic power). He has a psionic ability of 300 and all attack and defense modes; should he run out of ability points, he will go *ethereal* until fully recovered. If Parl Dro is able to get his hands upon an item that formerly belonged to a now-undead creature while it was still living, whether part of its body or some personal belonging, he has a chance of destroying that undead being. Parl Dro will attempt to break, damage, or otherwise change the item, destroying the undead being's links with the Prime Material world, and sending the soul or spirit on to the outer planes. His chance of succeeding each round he works on the item may be taken to be the same chances a *Mace of Disruption* would have to destroy the undead being. The undead creature need not be present in order for the process to work, but the being will instantly realize what is going on regardless of its location, and will do everything possible to stop him from completing the task. Not all former possessions of an undead being may be treated in this manner; usually there is only one item linking the being to this plane, and Parl Dro is able to tell exactly what item is the key one.

It should be noted that though Parl Dro is a spirit (sort of an "anti-ghost" or good ghost) he will at all times appear, sound, and feel exactly human. His personality is serious and reserved; he has a dry and somewhat sarcastic sense of humor. He is, like his son Myal, extremely handsome and intelligent, though more mature and dedicated than his offspring. He will never attack any living being physically.

Myal Lemyal has the minor psionic devotions of *Detect Magic* and *Sensitivity to Psionic Impressions,* though he uses them unconsciously. He also possesses two major sciences, *Ethereal Projection* and *Spirit Summoning.* The first of these functions like the power *Astral Projection,* only differing in that the Ethereal Plane may be entered. *Spirit Summoning* has a strength point cost of 20 per attempted summoning. Each attempt takes one round and has a 75% chance of succeeding. As described earlier, Parl Dro is the only spirit Myal may call upon.

Just as other forms of undead have something that helps tie them to the Prime Material plane, so does Myal Lemyal serve as a "tie" for Parl Dro; should Myal ever be slain, Parl Dro will be released and the spirits of both will go into the outer planes. *Spirit Summoning* may be attempted at any time, but Myal Lemyal cannot perform *Ethereal Projection* unless he is placed in a trance-like state first, either through drugs, hypnosis, or some other medium.

There is only a 1% chance that Myal Lemyal will first be encountered in the presence of Parl Dro. The two of them genuinely like one another, despite their differences in views on life (which lead to arguments full of sarcastic remarks and insults).

BIBLIOGRAPHY: *Kill the Dead* (paperback, DAW Books), by Tanith Lee.

*Written by Roger E. Moore*

**JOHN HENRY**
**7th-level fighter with special bardic ability**
ALIGNMENT: *Neutral good*
HIT POINTS: *73*
ARMOR CLASS: *8*
NO. OF ATTACKS: *3/2 (3 when berserk)*
DAMAGE/ATTACK: *2-7(+6) or 4-10(+6)*
HIT BONUS: *+5 (with hammers)*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18(00)*
INTELLIGENCE: *14*
WISDOM: *13*
DEXTERITY: *16*
CONSTITUTION: 18(68)
CHARISMA: *16*

John Henry was born somewhere in North Carolina around 1835 or 1840. Little else is known of his life until 1870, when he was working with the Chesapeake and Ohio Railway Company. He quickly became a popular figure in his work crews, and was known to be lively, full of humor, and skillful at cards and the banjo. John Henry had the job of a steel-driver, pounding steel drills into solid rock with a hammer in either hand to make shafts for explosives. Of all the men in the C&O, John Henry was acclaimed as the fastest and most powerful of the steeldrivers.

Sometime in the early 1870's John Henry came to work on the Big Bend tunnel in West Virginia. Many remembered him as the "singingest man" of all the laborers, and he inspired them as they worked in the dim, foul tunnel. It was then that the C&O had a steam drill brought to the project. There arose an argument among the workers as to which was better, a human or a machine, at driving the holes for the explosives.

John Henry arose and called out that he could drive steel better than any mere machine, and a contest was arranged. The two began at the east end of the tunnel system, and all work ceased for the time as everyone crowded in to watch. With a 20-pound hammer (the equivalent of a large two-handed sledgehammer) in each hand, John Henry slammed the steel into the rock as the steam drill roared at his side. At the end of the contest, half an hour later, it was found that Henry had driven two seven-foot holes in the same time it took the drill to make a single nine-foot hole.

Reports that John Henry died from overexertion shortly after the contest seem to have been exaggerated. He was exhausted, but recovered in a short time and continued working. One day he was walking through a completed tunnel, checking his work, when he somehow crossed over into an AD&D™ universe and exited through a dungeon. If encountered by AD&D characters, he will likely be somewhat confused by his surroundings and will be mainly interested in finding a way back to his own world, but will not be daunted by the difficulties he may face.

John Henry is a muscular black man, about six feet tall and 200 pounds in weight. His hair is cut short, and he will appear in the AD&D world wearing his working clothes. He carries a pair of 10-pound work hammers (each equivalent to a mace) that he uses in each hand in combat. His skill with hammers is such that he has a +2 bonus to hit, in addition to his normal bonuses for strength, when

using them. He also knows how to use a 20-pound hammer in a two-handed fashion that will do 4-10 (+6) points of damage per strike, also with the +2 bonus to hit. Once a week (at the DM's option), should he find himself in a battle for his life or in a desperate attempt to save a friend or loved one, John Henry is capable of seizing a 20-pound hammer in each hand and fighting at twice his normal rate (3 attacks per round). He can keep this up for a maximum of 3-6 turns, after which he will be so tired as to require absolute rest for 1-4 days (excluding all combat or other actions except slow movement, never exceeding two-thirds of his normal movement rate).

John Henry also enjoys singing in combat or at work, and his singing will raise the morale of those within 60' of him by 10%. After two rounds of singing he can also inspire ferocity in nearby companions, adding +1 to their chances to hit for a full turn. Both the morale increase and the ferocity occur only after the second round of singing in battle. This is the only bardic-type ability he has; while he is quite competent at stringed instruments, he cannot *charm* listeners as a bard.

BIBLIOGRAPHY: *A Treasury of Railroad folklore* (hardback, Crown Publishers), collected by B.A. Botkin and Alvin F. Harlow

*Written by Roger E. Moore*

**FINN MacCUMHAL**
**15th-level ranger with bard-like capabilities**

ALIGNMENT: *Neutral good (with neutral leanings)*
HIT POINTS: *118*
ARMOR CLASS: *3*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-6 (+6, or +12 vs. "giant-class" humanoids)*
HIT BONUS: *+5*
MOVE: *18"*
PSIONIC ABILITY: *Nil*
STRENGTH: *18(56)*
INTELLIGENCE: *14 (See below)*
WISDOM: *9 (See below)*
DEXTERITY: *18*
CONSTITUTION: *17*
CHARISMA: *16*

In ancient Ireland there was once organized a number of the finest warriors and hunters, all swearing fealty to the King of Ireland and charged with defending the countryside from the ravages of evil goblins, giants, pirates, brigands, witches, and the like. This fighting force was known as the Fianna. Its members were (in AD&D™ terms) rangers, fighters, and bards of exceptional ability and courage. The Fianna came to know their greatest achievements and glory under their last captain, Finn MacCumhal, one of the greatest warriors of pre-Christian Ireland.

Finn's father was also a leader of the Fianna, but was slain by rebellious clansmen of the Fianna who sought his position as chief. His mother, who was related to the gods Lugh and Nuada by birth, gave young Finn to a druid woman to hide and raise in secret. Finn was taught all the arts of war and hunting while he was a boy, and learned much of poetry as well. While he was apprenticed to a sage for further learning, he accidentally touched a magical creature called the Salmon of Knowledge; this gave him special powers (described below) upon which he could draw when in extreme danger. He also drank water from the Well of the Moon, which gave him the ability at times to foretell the future. During an assault against the fortress of an evil lord, Finn recovered the Treasure Bag of the Fianna, formerly owned by his father; the Treasure Bag was equivalent to a *Bag* of *Holding* of the largest size, and contained many jewels and magical items.

When he decided it was time to stop hiding from the clansmen who had slain his father, Finn went to the court of King Conn and offered his services as a member of the Fianna. He was accepted in short order, since word of his deeds had preceded him; not even the rebellious clansmen dared move against him. When a goblin armed with a magical harp began causing evil and grief to the people of a nearby town, Finn volunteered to go and slay the monster. He was given a magic spear by a friend of his father, and given instructions on its use in overcoming the *Sleep* effects of the goblin's magic harp. Finn sought out the goblin, and the enchantments of the spear saved him from being overcome by the harp's music. He slew the goblin easily, and upon his return to the King was made captain of the Fianna.

Finn MacCumhal is tall and fair-haired, about 6'9" in height. As a warrior he is exceptionally honorable and will not use trickery in order to gain an advantage over an enemy. Once having given his protection to any person or being (even giants or faeries) seeking his help in escaping evil pursuers, he will never break his word and will lead his men into battle against evil forces at a moment's notice.

Finn possesses a very lusty nature and is prone to fall for a pretty face, even though he is married. (His wife Maignes has much the same weakness, as do nearly all the rest of the Fianna and their wives.) Finn has accepted a number of neutral-aligned fighters into the Fianna, and even one with strong evil tendencies; this has given him a stronger neutral tendency himself, though all his men are basically faithful to him. He is extremely fleet of foot from his years of practice at racing as a boy, and enjoys hunts in which he can run down deer.

When Finn Mac Cumhal touched the Salmon of Knowledge, he gained the power to temporarily increase his intelligence and wisdom scores to 18 each by chewing the enchanted spot on his thumb that initially touched the Salmon. This power can be employed once a day;


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the increases in intelligence and wisdom only hold true for 1-3 turns, but there is also a more lasting effect: Invoking this power grants him the ability to know the answer to one question (that question which happens to be uppermost in his mind at the moment). He will usually only use this power when in extreme danger, and when combined with his power to predict the future (because of his drinking from the Well of the Moon), it will usually give him the opportunity and knowledge to defeat any opponent.

Despite Finn's normally substandard wisdom score (which does not meet the minimum requirement for a ranger), he can function as a ranger in all respects except that he cannot use any magic-user or druidic spells, and cannot use scrying devices as a normal ranger can.

Finn MacCumhal's skills at poetry and singing are equal to those of an 8th-level bard. His singing can inspire ferocity, raise morale, negate song attacks, and charm with a 40% chance of success. He will rarely, if ever, use these powers in battle, preferring physical combat.

In battle Finn wields a +3 spear with deadly effect, while wearing leather armor and a large shield. If the situation calls for it, he may have access to the *Spear of Bitterness,* also a +3 weapon (the one with which he defeated the goblin with the magic harp). Anyone holding this spear is thereby rendered immune to Enchantment/Charm spells of any sort. The spearhead has a powerful bitter aroma that can cause the user to go berserk in battle (gaining an extra +2 to hit and damage) for 3-12 rounds. The user must raise the spearhead to within one foot of his face to activate the berserking; such an action will usually occur instantly when an Enchantment/Charm spell is cast at the user.

Characters in an AD&D campaign who somehow find their way to the shores of Erinn (as Ireland was formerly called) may find Finn and the Fianna to be either fun-loving and helpful allies or implacable foes of the most dangerous sort, depending upon how the characters conduct themselves. It may be possible for some of the adventurers to actually join the Fianna, but it should be noted that the entrance standards for this group were higher even than the requirements for knights trying to join King Arthur at Camelot.

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*The Adventures of Finn MacCumhal* (paperback, Mercier Press), by T. W. Rolleston.

*Written by Roger E. Moore*

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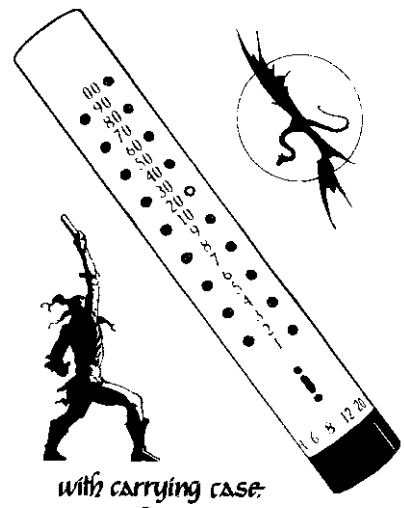

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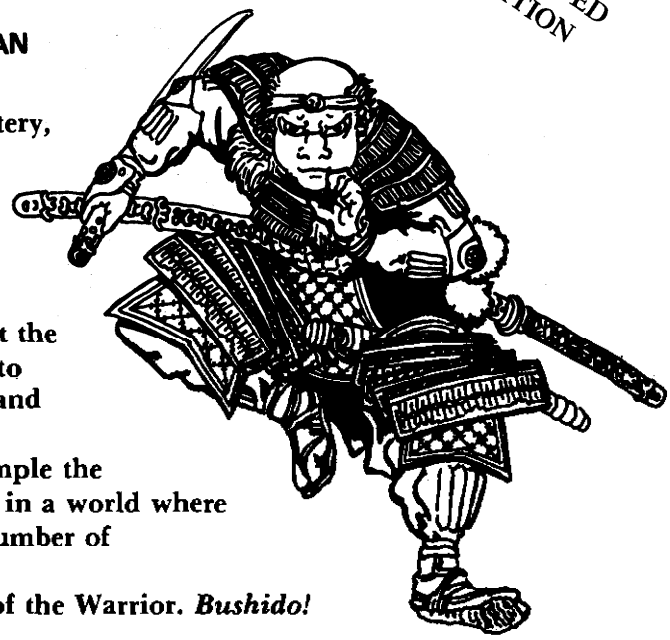

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